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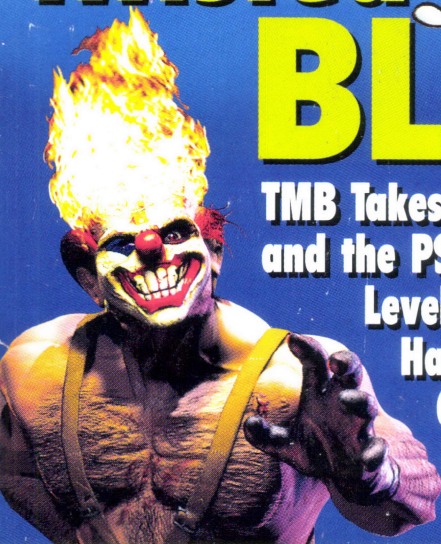


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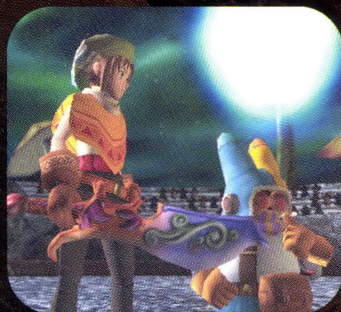
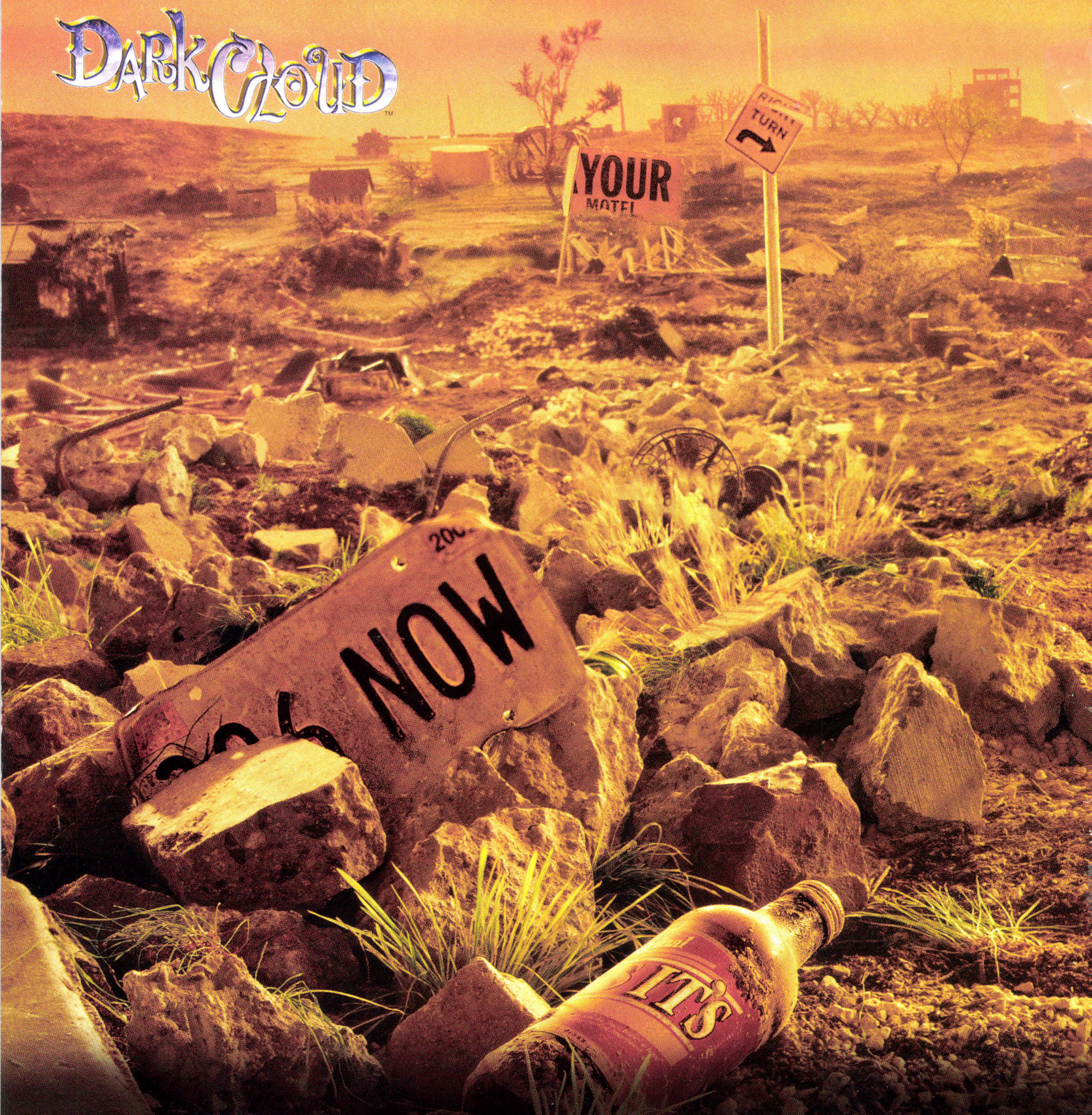


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PlayStation 2



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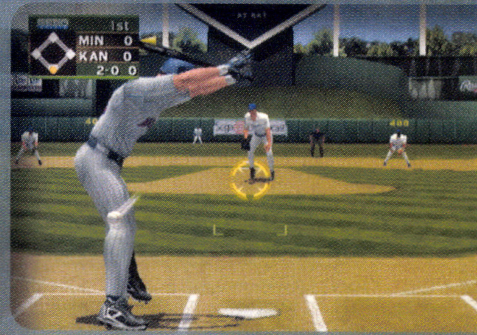
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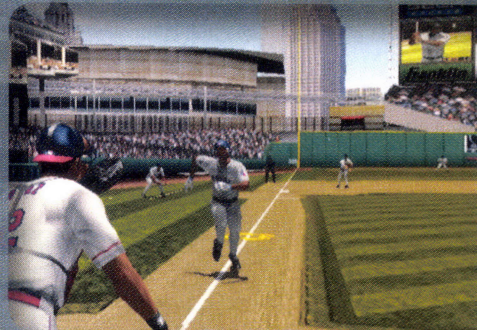
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 Dreamcast

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Legend of Zelda: Oracle of Seasons

This month, we present the first half of our comprehensive Legend of Zelda: Oracles guide.

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Crazy Taxi 2, Gauntlet: Dark Legacy, Zone of the Enders, The Legend of Zelda: Oracle of Seasons, Crazy Taxi (PS2), Bangai-O and a brand new Game Boy Advance Section!

Coming Soon

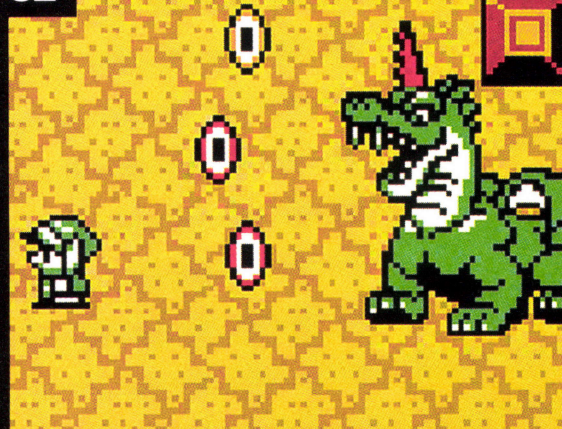
GAMES WORTH LOOKING AT

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Jet Grind Radio Future (Xbox), WWF Raw Is War (Xbox), Devil May Cry (PS2), Kingdom Hearts (PS2), Luigi's Mansion (GameCube), Super Smash Brothers (GameCube) and more!

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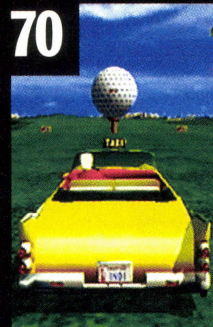
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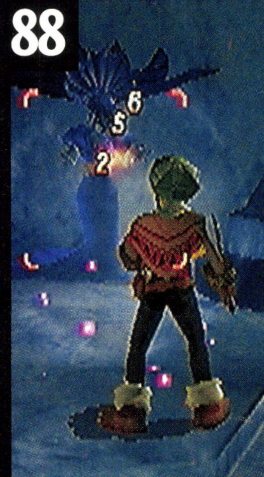
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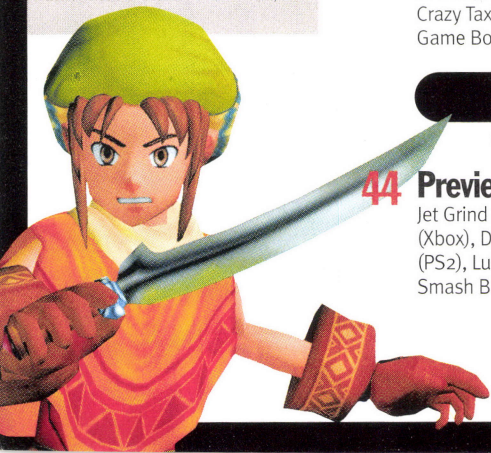
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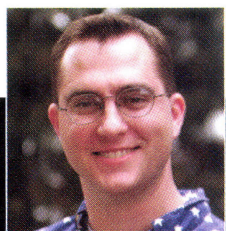
micro

Space-age construction. Stone-age fun. It doesn't take a rocket scientist to see that Micro launches scooter technology into the 21st century. Micro's extra-long extruded deck with molded foot board and adjustable T-bar is engineered for performance and durability. The fender brake mounted over Micro's 100mm urethane 87A durometer rear wheels delivers incredible stopping power. Twin 125mm front wheels and high-tech steering linkage carves tight turns with ease. All four wheels are equipped with ABEC 5 sealed precision bearings for low rolling resistance and high speed. And Micro's folding mechanism is easy to operate and trouble-free. To check out the best mini inline curb rider in the world, visit your Micro retailer today.



Inside XG

MEET THE STAFF



Dan Leahy

Editor in Chief
dan_leahy@ziffdavis.com

Your E-Mail Answered In A Single Word

Yes. That's it. It's the answer you've all been waiting for. How do I know? Because it's the answer to the most commonly asked question I receive via email: "Dan, should I purchase a Game Boy Advance/Xbox/PS2 or GameCube? Or should I wait?" The answer to all of the above is "yes." You should purchase every gaming machine possible, as they're all going to provide you with unique gaming experiences. You should also wait, because you know prices will come down, some sys-

tems will emerge from the pack and some games will only be available for one system. So there you go. Do me a favor and broaden your horizons. What do you want to see? What are you excited about? Be interesting and I'll be interesting right back (I hope). E-mail away!

○ **Current Favorites:** *WSB 2K2, NBA Street, NCAA 2002*



Andy Baran

Sr. Associate Editor
andy_baran@ziffdavis.com

Strange migraines and flashbacks of a life that isn't his have typified Andy's month. Plagued by nightmares, his waking hours are spent hunting down the evil spirits. We think that he must have played too much Twisted Metal: Black, because he's gotten into an even darker mood. It is possible? Yes...

○ **Current Favorites:**
Twisted Metal: Black—there is no greater game...



Phil Theobald

Associate Editor
phil_theobald@ziffdavis.com

Fresh from E3, Phil is suddenly very excited about Nintendo's upcoming GameCube. The only other thing at the show that blew his mind was Jet Grind Radio Future. He's just hoping that the game comes out on a system other than the Xbox so he won't have to play it with that awful, awful controller.

○ **Current Favorites:**
Game Boy Advance, Sonic Adventure 2, Zinging Xbox



Kenneth Miller

Associate Editor
kenneth_miller@ziffdavis.com

After noticing the stark resemblance between himself and Crazy Taxi 2's Iceman, Slim has decided to leave the work-a-day office life of XG to become a cab driver. He's since teamed up with an alien rethead, a priest and a flamboyant radio show host on a mission to save the world from a dark planet.

○ **Current Favorites:**
Warsong, Project Justice, Tourney Footage

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THE ART GUYS

THE TRICK GUY

THE WORD GUY

■ **Team V.I.C.I.:** You may not have known this about the Team, but they're fantastic, made of plastic, microchips here and there. They're all small wonders; they bring love and laughter everywhere.

EXPERT GAMER™

AUGUST 2001

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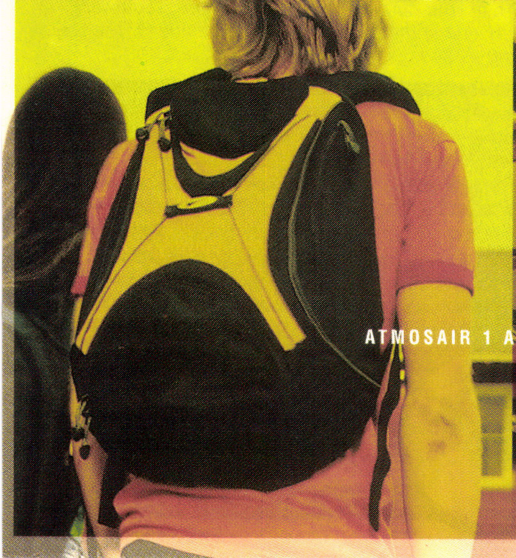


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Oak Brook, IL
60522-3338

or e-mail:
xg@ziffdavis.com
Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and mailing address anyway, for Letter of the Month contest consideration.

Winners!

• Here are the winners of XG #84's Game Over Contest:

1. Jeff Erickson
Baltimore, MD
2. Rich Kelleman
Syracuse, NY
3. John Cheffings
Chicago, IL

• The answer to XG #84's Game Over Contest is:

Flicky

That Is to Say, "No"

Dear Expert Gamer,
Can the Dreamcast play Saturn games?

Name Withheld
Scarletspidey@cs.com

It plays them about as well as the PlayStation does.

Long Load Times

Dear Expert Gamer,
My copy of SSX for the PS2 takes way too long to load. I wait up to 30 minutes before I get frustrated and have to turn it off. Could you tell me what is wrong?

Joshua Rider
Address Withheld

The main thing that's wrong is that there's now 30 minutes of your life that you're never getting back. As for the game, it sounds like it's just defective. If your other PS2 games load with no problem, then you should return that copy of SSX for another one. Of course, if this happens with other games, then your system is probably busted.

PokéGenders

Dear Expert Gamer,
Your mag rocks! OK, now for my question. I have the Pokémon Trading Card Game and I would like to know if the character you're playing as is a he or a she? Please tell me. By the way, did I mention that your mag rocks?

Tyrel Olson
tyrelo@hotmail.com

We believe that you did already mention that our mag rocks, but we like to hear it as often as we can. It makes us feel like big men. Anyhoo, regarding the mysterious Pokémon Trading Card game character, Nintendo intentionally left the main character genderless so that both males and females can play the game and imagine themselves in the lead role.

Coo-Coo for Chrono

Dear Expert Gamer,
First of all, your mag rocks.

Now to my question: My friend is hooked on my copy of Chrono Trigger. He says he remembers hearing something about a new Chrono Trigger game with better graphics. Is this true? If it is, what's the name of the game, cause I'll be one of the first ones to buy it.

Name Withheld
Address Withheld

We rock? Hold on a second, "Name Withheld." You wouldn't happen to be Tyrel Olson, would you? Regardless, there is a new Chrono Trigger game available for the PlayStation. It's called Chrono Cross, and it's the sequel to Square's beloved RPG. On another, extremely-related note, Square is rereleasing the original Chrono Cross on a compilation disc called Final Fantasy Chronicles (it also contains Final Fantasy IV, which was released in the US as Final Fantasy II). Chronicles should be out by the time you read this.

Importing GBAs

Dear Expert Gamer,
Can you play American games on an imported Game Boy Advance system? By the way, your mag rocks. Keep up the good work.

Name Withheld
YungAV8r@aol.com

Yeesh! OK, we rock. We get it already! Fret not, gentle reader, the US and Japanese Game Boy Advance systems are completely compatible. US games work on Japanese systems and vice versa. Sweet, eh?

Sweet Soul Reaver

Dear Expert Gamer,
Do you know when Legacy of Kain: Soul Reaver 2 is being released and what system it will be released on?

Name Withheld
GDBear104@aol.com

Legacy of Kain: Soul Reaver 2 is coming the PS2 sometime in September (assuming everything stays on schedule, of course).

Letter of the Month



Phantasy Star Online cheaters can easily kill other players and steal their victim's hard-earned weapons and Meseta. After Phil "stole" Slim's weapon, Slim cried and cried until a regretful Phil returned it.

Phantasy Star Pilfering

Are Online Crooks Ruining the Game?

Dear Expert Gamer,

I've noticed a growing number of Player-Killers on Phantasy Star Online. These scumbags use cheat devices to kill other players in order to steal their weapons and Meseta. Watch out for the following signs so you can protect yourself from these spineless lowlifes:

1. If someone at a higher level shows up and claims not to have any weapons, he or she is most likely waiting to steal one from you (if they can't find anything at all to use offline, there's definitely a problem).
2. If the person who shows up can't use the in-stage teleporters (not the one to Pioneer 2) or Telepipes, GET OUT OF THE STAGE IMMEDIATELY!
3. If a person gets killed with a single hit in an easy stage, it's very likely that they're using a cheat device.

Michael R. Adams
arcwulf@hotmail.com

PS: SEPH, in your hurry to get to the Pioneer 2, you were crushed by one of the Cave's pistons (remember?). Thanks for making us \$50,000 richer, you thieving jerk.

Although we at XG are certainly not against cheating in a video game, we hate it when people cheat in online games. There's just no excuse to screw other players over in a cooperative game setting. In the remainder of your letter (which we unfortunately had to cut for space issues), you mention some good tactics to avoid these cheaters. Using passwords on your games and only playing with your friends are both simple and effective ways to avoid getting ripped-off while online. Unfortunately, all online games have had to deal with cheaters, and PSO is no different. Just defend yourself against these losers and have fun with the game.



Michael won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!



If it weren't for Cloud saving Aeris' life, Squall and his friends would have never had their great adventure in Final Fantasy VIII.

Save Aeris!

Dear Expert Gamer,

I just wanted to know if it is possible to revive Aeris in the Japanese version of Final Fantasy VII. If so, how can you do it?

Name Withheld
Address Withheld

YES! It took years of experimenting with button codes and various cheat devices, but the way to resurrect Aeris has finally been discovered! To do so, simply send \$1,000 in unmarked, non-sequential bills (preferably tens and twenties) to "Save Aeris," care of this magazine. Then, we will beam the secret code from the orbiting XG satellite to your PlayStation memory card. Continue playing your game from that memory card, and you'll find Aeris is alive and well. Not to spoil anything, but at the end of the game, she marries Cloud and they have a son named Squall, thus tying the game into Final Fantasy VIII.

Simpsons Screw-Up

Dear Expert Gamer,

I was reading through your The Simpsons Wrestling strategy from XG #85, and I noticed that you messed up by naming Ned Flanders as Barney Gumble.

Paul Luna
Calufamily@aol.com

Really? You see, we actually thought that Barney Gumble was the name of the Simpson's hyper-religious next-door neighbor. OK, we're just being sarcastic. Actually, that little error happened sometime after we finished up the magazine and sent it out to the printer. Believe us, there's no way a mistake that big would have made it though our gauntlet of Simpsons-loving writers. Don't worry, though; we're hunting down the responsible party.

Censorship on PS2

Dear Expert Gamer,

I enjoy your mag, and you've helped lots of people. I hope you can help me too. I love my PS2, but it won't play my *The House on Haunted Hill* DVD. When I put the disk in, it says, "unable to read disk." This is a brand new copy of the DVD, so what am I doing wrong?

Also, what is the deal with the parental control that appears whenever I put a DVD in? Can I turn that off somehow? I'm 27 years old, and I doubt that I need permission to watch an R-rated movie. Thanks for your time.

Jenna
LadyDas@btinternet.com

It sounds to us like the parental control is set too low on your system. If you go into the PS2's configuration menu, you can raise it up so that you can watch all movies (check the PS2 manual for more details). When we first got our PS2s, the over-protective machine wouldn't even let us watch Tim Burton's racy film, *The Nightmare Before Christmas* until we adjusted the parental lock-out. Of course, if you're trying to watch *The House on Haunted Hill*, your problem may just be the PS2's filter that prevents you from watching movies that suck.

Red Faction Problems

Dear Expert Gamer,

I have a problem with Red Faction. Here's the deal. I'm in Capek's submarine bay and I only have 66 Health and no Envirosuit. This in itself isn't a problem, I've been in worse situations. However, I need the envirosuit to breathe underwater! I apparently need the suit even when I'm in the submarine (for whatever reason...that darned Ultor), and I always lose my breath before I can get back to dry land! (I can race through the tunnel that doesn't have an enemy sub in it. I can get all the way through the tunnel and above the water, but I immediately lose my breath and my life when I get to the surface). What can I do? Do I have to start over? Is there a code to get me enough of an envirosuit to get me through the water? I've invested quite a bit of time into the game, and I'd like to know my options before I (whimper) have to start over. I appreciate your help!

Chris Gehrke
lbuddy83@hotmail.com

Although we never experienced the problem you're facing, we had a few ideas about your predicament. You can always try backtracking until you find a guard's remains. They commonly carry Envirosuits on them. However, your situation sounds like you are not surfacing where you should. Try getting out of the water at a different section of the same area. Maybe you have found a collision bug in Red Faction's engine. We found a few, but those involved extricating yourself from the submarine found earlier. Maybe the two are (whimper) related.

RFU Blues

Dear Expert Gamer,

Every console I've ever purchased won't work on my TV without a

U.S. Top 10

THE 10 BEST-SELLING GAMES OF MAY

1. **Zelda: Oracle of Seasons** (Nintendo of America/GBC)
2. **Zelda: Oracle of Ages** (Nintendo of America/GBC)
3. **Mario Party 3** (Nintendo of America/N64)
4. **Red Faction** (THQ/PS2)
5. **Pokémon Silver** ((Nintendo of America/GBC)
6. **Pokémon Stadium 2** ((Nintendo of America/N64)
7. **Pokémon Gold** (Nintendo of America/GBC)
8. **Crazy Taxi** (Acclaim/PS2)
9. **Dark Cloud** (SCEA/PS2)
10. **ATV Off Road Fury** (SCEA/PS2)

Japan Top 10

JAPAN'S 10 BEST FROM 5/28 TO 6/03

1. **Tear Ring Saga** (Enterbrain/PS)
2. **Shin Megami Tensei** (Atlus/PS)
3. **Crazy Taxi 2** (Sega/DC)
4. **Gran Turismo 3** (SCE/PS2)
5. **From TV Animation Yume no Lufi** (Banpresto/GBC)
6. **Tomb Raider 5: Chronicle** (Capcom/PS)
7. **Super Mario Advance** (Nintendo/GBA)
8. **Exodus Guilty Neos** (Abel/DC)
9. **From TV Animation Grand Battle** (Banpresto/PS)
10. **Animal Forest** (Nintendo/N64)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (JUNE)

1. **Zelda: Oracle Series** (Nintendo/GBC)
2. **Twisted Metal: Black** (SCEA/PS2)
3. **Sonic Adventure 2** (Sega/DC)
4. **NBA Street** (EA/PS2)
5. **Castlevania: Circle of the Moon** (Konami/GBA)
6. **NCAA 2001** (EA SPORTS/PS2)
7. **Super Dodge Ball** (Atlus/GBA)
8. **Klonoa: Lunatic's Veil** (Namco/PS2)
9. **Phantasy Star Online** (Sega/DC)
10. **Project Justice...finally** (Capcom/DC)

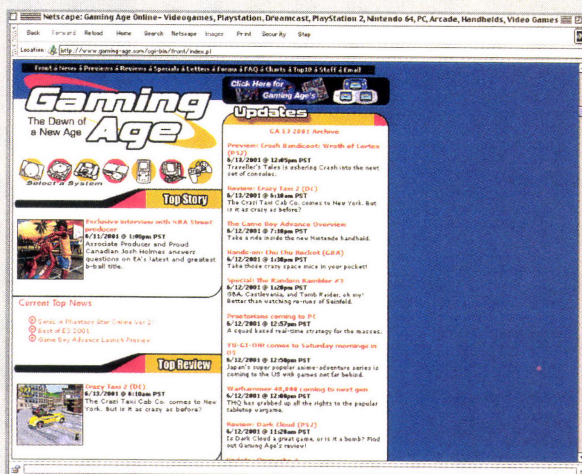
SOURCES: NPD TRSTS Video Games Service (U.S. Top 10); Weekly Famitsu Magazine (Japan Top 10)

Web Site Pick of the Month

www.Gaming-Age.com

Are you looking for a source of general news in the world of video gaming? Well, we did some looking for you and found Gaming Age. The page has news, reviews and special features for all sorts of console, arcade and PC games. (Shameless plug: The page was originally started by former XG editor, Greg "The Canadian" Sewart.) But you don't have to take our word for it—go check out www.gaming-age.com for yourself. Visit the page in the next 30 days and get a free game!*

* just kidding



Coming Soon

SONY PLAYSTATION 2

Summer/Fall 2001

- **Half-Life** (Sierra)
- **ICO** (SCEA)
- **Madden NFL 2002** (EA)
- **Legacy of Kain: Soul Reaver 2** (Eidos)
- **Capcom vs. SNK 2** (Capcom)

SEGA DREAMCAST

Summer/Fall 2001

- **Bomberman Online** (Sega)
- **World Series Baseball 2K2** (Sega)
- **NBA 2K2** (Sega)
- **NFL 2K2** (Sega)
- **Shenmue 2** (Sega)
- **ToeJam & Earl III** (Sega)

GAME BOY ADVANCE

Summer/Fall 2001

- **Mario Kart Advance** (Nintendo)
- **Klonoa: Empire of Dreams** (Namco)
- **Sonic the Hedgehog** (Sega)
- **Columns** (Sega)
- **Fortress** (Majesco)

SONY PLAYSTATION

Summer/Fall 2001

- **Dragon Warrior VII** (Enix)
- **Tony Hawk's Pro Skater 3** (Activision)
- **Harry Potter and the Sorcerer's Stone** (EA)
- **Mary Kate & Ashley: Crush Course** (Acclaim)



Sega hasn't given up on the Dreamcast just yet. *Sonic Adventure 2* is in stores now, and there's plenty more games on the way.

costly RFU adapter. The TV I use for video games is only five years old, and it does have audio/video plugs. The picture and sound the RFU provides is terrible on all my consoles (Dreamcast, PlayStation, N64 and SNES). I am sure it is neither the fault of the system or the adapter (I only buy first party), but something needs to be done about this. Please tell me if there is anything I can do.

Name Withheld

markb_86@hotmail.com

From what you describe to us, it sounds like a problem with your TV set. The reason that the video game pictures look and sound bad is because RFU adapters are the worst method to connect systems to TVs. Apparently, your TV has A/V jacks, so you should be hooking your game systems up to those. If the picture starts screwing up after a while, you may have a problem with your set.

Sonic 2, Where Are You?

Dear Expert Gamer,
Hey! I have a question that has been aggravating me for about six months. There was supposed to be

a sequel to *Sonic Adventure* coming out THIS spring, and tons of gaming magazines, including yours (my fave!), mentioned this spring release. Well, summer's practically here already, and I haven't seen a sign of the game! Has the release date been delayed, like they usually are, or has Sega just given up on Dreamcast all together? If you can answer this, you'll take a lot of gaming burdens off of my shoulders. Thanks!

Mika Wells

MeekerBeeker4@aol.com

Uh, actually, *Sonic Adventure 2* came out at the end of June. You should buy it—it's quite good. As for Sega stopping production of Dreamcast games, you won't have to worry about that for roughly a year. There's still a few cool Dreamcast games on the way.

Our Kind of Guy

Dear Expert Gamer,
If you will give me Andrew Selle's (from the XG#84 Gamer's Forum) home address, I will proceed to torture his parents until they agree to buy back each and every game that they sold for under face value, and I'll make 'em a PS2 while they're at it. This is a crime against gaming and humanity in general. Video games do not cause violence, parents getting rid of them does. The NES is a system that should still be part of everyone's entertainment system. I love my parents, but if they sold my NES for \$5.00 and 55 games for free, I would probably go insane and throw all their favorite s#!@ out the window while driving their overpriced SUV off a cliff. And while you're at it, give me Tipper

Gore's address, too—I'll make her watch *Fight Club* and play *Soldier of Fortune* until she likes it.

Name Withheld
Address Withheld

You're a weird guy, "Name Withheld." And quite frankly, we can see why you'd want to withhold your name. Still, you make a very valid point about the necessity of a Nintendo Entertainment System in everyone's home and the benefits of destroying SUVs. Although we certainly agree with you on those points, we cannot endorse your proposed actions (wink, wink). As for Tipper Gore, we heard that she was a big-time *Fight Club* fan. We're not saying it's true or not; that's just what we heard.

Anime Games = Suck?

Dear Expert Gamer,
Although I love anime, I've got to say that anime-based games suck. Why is that so? Do you think Infogrames is going to mess up the new *Dragonball Z* game?

Perry McManis
Watertown, MA

You're not alone if you think a lot of anime-based titles rot. Most games based off of an anime are quickly produced to take advantage of a show's fleeting popularity. We see the same thing when we play games based off of movies. How many movie-to-game translations have been enjoyable? Few...

As for the Infogrames' *Dragonball Z* games, we'd like to withhold our judgment until there is something actually playable. After all, *Dragonball* has been around for over a decade, so this game isn't exactly being rushed.

Letter Art

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

WINNER:

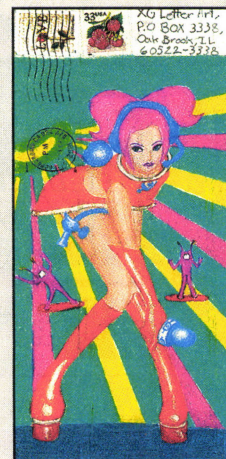


Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

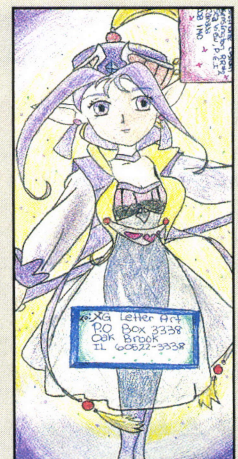
Michael Gonzales wins an Agatec Specialized Control Pad for the Sony PlayStation. Way to go, Michael!



Rubina N. Baronly
Sabah, Malaysia



Jorge Yanez
Riverside, CA



Stephanie Costain
Sea View, P.E.I., Canada

* Or at least get you in the magazine and win a controller from Agatec (FIRST PRIZE ONLY)!



TOONAMI
WEEKDAYS 5-7 PM ET/PT

**CARTOON
NETWORK**

TM & © 2001 Cartoon Network. DRAGONBALL Z and all logos, character names and distinctive likenesses thereof are trademarks of Toei Animation Co., Ltd. TENCHI MUYO is a trademark of Pioneer Entertainment. BIG O © Sunrise Inc. GUNDAM WING © Sotsu Agency and Sunrise Inc.



Final Fantasy X Frenzy



Tidus (AKA Meg Ryan) and co. finally come home to the PS2

The Japanese Debut

If you can't wait until early 2002 to play Final Fantasy X, you might want to consider importing the Japanese version after its July 19 release this summer. Visit www.tron-ixweb.com or www.ncsx.com for details, and remember that you'll need a Japanese PS2 to play the game.



Stop by your local Japanese 7-11 store to get these figures.

Convenient Gaming

In Japan, gamers who pre-purchase a copy of FFX from 7-11 stores (yes, 7-11) will receive one of three Valfor Aeon figures. Of course, if you want to find these toys in the US, you'll probably have to check out eBay.



These figurines are available both painted and in clear red.

Have a Coke and a Game

In April, Square and Coca-Cola of Japan began giving away FFX figurines with the purchase of a bottle of Coke. Both standard and super-deformed versions of the characters are available. We US gamers are out of luck, though, and will have to check eBay in order to score one of these puppies.

International GAMER

how to be an **IMPORT JUNKIE**

Understanding Those Import Menus

A lot of gamers want to import Japanese games, but are deterred by the fact that they cannot read Japanese. Although we can't give you a full course in Japanese, we can show you some of the most common Japanese words you'll find in an average game, and what they mean.

General

はい

Yes

いいえ

No

セーブ

Save

ロード

Load

オプション

Option

RPG

たたかう

Fight

まほう

Magic

アイテム

Item

コンフィグ

Config

レーベル

Level

Miscellaneous

ゲーム

Game

スタート

Start

つづける

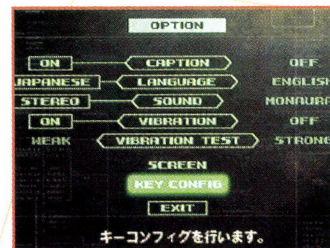
Continue

メモリーカード

Memory Card

モード

Mode





Enhancing Your Game System's Sound

Is SRS Labs' WOW Thing Really All That?

When we heard about the WOW Thing device from SRS Labs and its claim to "instantly add more bass and surround sound to any video console," we thought we should definitely check it out.

The Lowdown

After we hooked up the device (which is extremely easy to do), we decided to test out the WOW effect first. Despite the claims of simulated surround sound, all it seemed to do was make the sound a bit louder. Adjusting the WOW knob merely seemed to act as a slight treble adjustment. The TruBass feature does indeed provide deeper bass, which can be both good and bad, depending on the game that's using it. If you want to hear your car roar in *Gran Turismo 3*, then it works well. It sounds a bit inappropriate when used in the latest *Pokémon* game, however.

The Really Cool Part

Even with its sound enhancing aspects, the WOW Thing's nicest feature is its headphone jack. With a pair of quality headphones, the WOW Thing can make your games sound much nicer than they would through your TV's speakers. If you have a small video game setup and not enough money to invest in a high-end sound system, you should like it. It's also a great way to play your games without bothering anyone (read: your parents).

Availability

With its \$29.95 retail price, the

WOW Thing can provide improve the sound quality of your video game system for less than the cost of a new game. The WOW Thing is available at such retailers as Comp USA and Electronics Boutique.



The WOW Thing is much smaller than a game system (and cheaper than a new receiver).

Capcom's Game Boy Advance Lovefest

Breath of Fire

Humble Beginnings

Video game experts may remember that the original *Breath of Fire* for the Super NES was distributed by Square, but programmed by the folks at Capcom. Capcom would then go on to release subsequent *Breath of Fire* games by itself. Now, those who missed out on the chance to play this classic RPG can experience it on the GBA.

Meet the Hero

The game centers around Ryu (not he of *Street Fighter* fame), a young hero who must save the land from the Dark Dragon Clan.



The portable version looks just as sharp as the SNES original.

Lookin' Good

Since the Game Boy Advance has such a powerful processor, the graphics and sound are just as good as they were on the SNES. That's a lot of adventure packed in a tiny cart.



Up to four warriors can battle in your party at once.

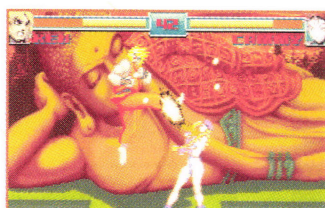
Super Street Fighter II Turbo Revival

A True Classic

Of all the many *Street Fighter* games that have come along, none of shown more lasting popularity than *Super Street Fighter II Turbo*. This title represents the culmination of the classic SF2 series before Capcom went on to make the *Alpha* games.

Head to Head

If you use a Link Cable, you can go up against a friend in competition. This ought to stop that "no time to go to the arcade" excuse to get out of seeing who's #1.



The graphics look even better than SSF2 on the SNES.

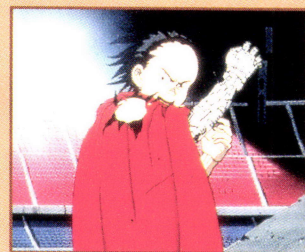
It's in There

If you're afraid this is just a watered down version of the game, don't worry. Despite the GBA's four button layout, you can still pull out all your phat combos.



All the gameplay and combos of the original are here.

Anime Classic Akira on DVD



Tetsuo gently urges you to check out the Akira DVD.

'Bout #!@% Time

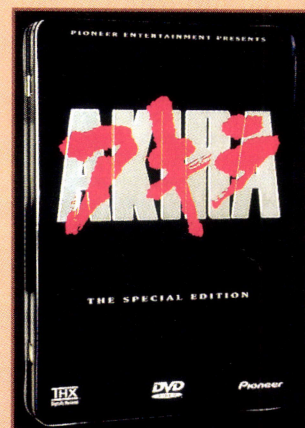
Get ready, anime fans! On July 24, Pioneer is finally going to release the anime classic, *Akira*, on DVD. There will actually be two different *Akira* DVDs available for you to choose from: a standard and a special edition that comes with its own ultra-cool collector's tin.

The "Lite" Version

The standard edition features the movies, some trailers and a brand new English dub (in Dolby Digital 5.1 Surround Sound), recorded specifically for this release. The retail price is \$24.98.

Hardcore Fans Look Here

True *Akira* nuts will want to nab the Special Edition, which contains a second disc filled with tons of extras, including an interview with *Akira* creator, Katsuhiro Otomo. This Special Edition is a tad pricier at \$39.98, but it's well worth it.



Look for Akira: The Special Edition in this snazzy tin.

TRICKS OF THE TRADE

New Tricks!

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PS2 PlayStation 2

All-Star Baseball 2002

A Hidden Teams: From the main menu screen, choose MLB Play, and then choose Exhibition. On the team select screen, press L2+R2 simultaneously. You will hear a sound to confirm correct code entry. Now scroll through the teams until you reach the the Islanders and the Dingers.

Army Men: Air Attack 2

Final Password: From the main menu, choose "Continue Game," then scroll to the "Password" option, then enter Up, X, Circle, Up, Left, Square, Circle, X. Now choose a Single or Co-operative game. You will then see that you are on Mission 20. Move Left to scroll through previous missions and select any one you want to play.

ATV Offroad Fury

Increase AI Difficulty: From the main menu, choose Pro-Career. Choose and empty slot and then put in ALLOUTAI for the name. After pressing "Done," you will be taken back to the main menu. Now when you race, your opponents will be more difficult to pass.

Gauntlet: Dark Legacy

When you are asked to enter your name on the character select screen, put in any of these cheat passwords for the results shown.

Invulnerability: INVULN
Infinite Supershot: SSHOTS
Nine Potions and Keys in Each Level: ALLFUL
Full Turbo: PURPLE
Pojo the Chicken: EGG911
Reflective Shot: REFLEX
Growth and Shrink Enemy: DELTA1
\$10,000 Gold in Each Level: 10000K
Invisibility: 000000
Extra Speed: XSPEED
Rapid Fire: QCKSHT
X-Ray Glasses: PEEKIN
3-Way Shot: MENAGE

Gradius III and IV

These commands can be done multiple times in Gradius III. In Gradius IV, you must beat the first boss of the game to do the tricks and they can be done once per level beaten thereafter. If you don't use the power-up trick in a level, you can build it up to do it

multiple times in the next level.

Double Weapon Power-Up: In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, Square, Triangle.

Laser Weapon Power-Up: In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

Hidden Modes in Gradius III: Cube Attack Appears in Extra Mode: Reach Stage 9.

First Gradius Stages Appear in Extra Mode: Get hit with a bullet from the boss of Stage 10.

Extra Edit Appears in Extra Mode: Complete the entire game once.

More Weapons: Complete game in Extra Edit.

Hidden Modes in Gradius IV: Boss Rush Mode: Complete the entire game once.

Stage Select: Complete the entire game without using a Continue.

Full Power-Up in Gradius IV:

In the game, make sure you have beaten a level and the end level boss. After this, press START to pause the game and then press Up,



Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade

P.O. Box 3338
 Oak Brook, IL
 60522-3338

Trick of the Month



Crazy Taxi 2 Dreamcast

Enter these tricks from the driver select screen.

No Arrows: Press and hold the START button and then press A. "No Arrows" will show up on the lower-right side of the screen. You will have to rely on your passengers' directions to get to your destinations.

No Destination Mark: Press and hold the Y button and then press A. "No Destination Mark" will show up on the lower-right side of the screen. You will have to rely on the arrows to guide you to the correct spot to stop your taxi.

Expert: Press and hold the Y+START button simultaneously and then press A. "Expert" will show up on the lower-right side of the screen. This is a combination of No Arrows and No Destination Mark.

New Views: (Note: You must have another controller plugged into port 3 of your Dreamcast for this trick to work.) Take the controller in port 3 and hold START. While holding this button, press any of the following buttons for these results.

Y = Third Person View.

X = Toggle between Counter Clockwise and Clockwise Rotation.

A = Normal View

B = Toggle between Left Side Panel View, Front View and Rear View. (While in this mode, press the following commands to get even more views. Left = Left Side Panel View, Right = Right Side Panel View, Up = Unobstructed Front View).

L-Trigger = Change arrow color to blue.

CART Fury: Championship Racing

From the select driver screen, press the following buttons to access new characters and cars.

More Cars: Press L1 to access alternate cars. The new cars you open while playing the game will also be present on this screen.

More Drivers: Press R1 to access alternate characters. In case you're



not used to reading game manuals (check page 22 of your instructions), here are codes to enter on the Cheats screen.

Fog: R2, R1, X, Square, Square, Circle.

Big Head: Triangle, Square, Square, L2, L1, R2.



Up, Down, Down, Left, Right, Left, Right, X, Circle. Press START to unpause the game and your ship will be fully powered up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than once per level.

Knockout Kings 2001

From the main menu, choose Modes. On the next menu, choose Career, then pick "New." On the "Name Boxer" screen, put in any of these names to unlock these hidden boxers.

Play as Joe Mesi: BAILEY

Play as Owen Nolan: OWNOLAN

Play as John Botti: JBOTTI

Play as David Defiagbon: DEFIAGBN

Play as Junior Seau: JRSEAU

Play as Ray Austin: AUSTIN

Play as Steve Francis: STEVEF

Play as Trevor Nelson: NELSON

Play as Ashy Knucks: MECCA

Play as Barry Sanders: MRBARRY

Play as Bernardo Osuna: OSUNA

Play as David DeMartini: DEMART

Play as Jason Giambi: JGIAMBI

Play as Charles Hatcher: HATCHER

Play as Chuck Zito: ZITO

Play as David Bostice: BOSTICE

MDK2: Armageddon

Invincibility: In the middle of the game, press START to pause, then press and hold L2+R2.

Crazy Taxi

On the mode selection screen, choose Arcade or Original. Then enter these tricks as shown.

No Arrows: After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold R1+START until the driver selection screen appears. You will see "No Arrows" on the bottom-left side of the screen.

No Destination Mark: After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+START until the driver selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

Expert: After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+R1+START until the driver selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark.

Taxi Bike: On the driver select screen,

quickly press L1+R1, L1+R1, L1+R1 and then choose your driver. You will hear a bike bell if you entered the code correctly. Now you will be picking up passengers on a bike instead of driving a taxi.

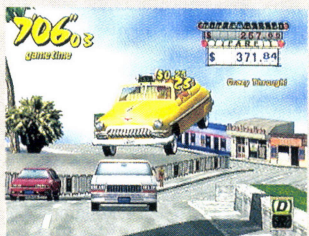
Another Day: On the driver select screen, press R1, then press and hold R1 while choosing a driver. You will see "Another Day" on the bottom-left side of the screen. The passengers and destinations will change.

View Changes: (Note: You must have a second controller plugged into port 2 of your PlayStation 2 for this trick to work.) In the middle of an Arcade or Original game, take controller 2 and hold L1+R1. While holding these buttons, press the one of the following buttons to see these new views. First Person = Circle (Press Circle again for Rear View)

MPH = Square

Third Person = Triangle

Normal View = X



While holding these, press Up, Up, Down, Down, Left, Left, Right, Right, Square, Triangle, Square, Triangle, SELECT.

Matrix Camera: In the middle of the game, press START to pause, then press and hold L1+R1 to remove the pause menu and give you a better look at the rotating view while you're paused.

Stationary Camera: In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, Triangle.

Racecar Camera: In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, X.

Metal Gear Solid 2: S.O.L. (Trial Edition)

In the Metal Gear Solid 2 demo that comes with Zone of the Enders, you can do some things to make your experience more interesting. Just refer to these tidbits as shown.

Full View of Bridge: On the title screen, use the Right Analog Stick to move the screen for full panoramic view of the George Washington Bridge.

CODEC Fun: When you're in CODEC mode, you can move the heads of Otacon and Snake with the Analog Sticks. Also, hold the L2 and R2 buttons and move the Analog Sticks up and down to get a zoom effect on the faces.

Adult Humor: These tidbits have to do with the posters in the locker room. Open up either of the two lockers with the model posters on them and stand with your back toward one of them. Now press the Circle button and knock in the middle the poster. You will alert the guards! Another thing you can do is to have Snake face the poster and press R1 for first person mode. While holding R1, press the SELECT button and then press Circle to call Otacon. Snake will look like he's having too much fun and Otacon will scold him for it.

NBA Hoopz

On the "Tonight's Matchup" screen, enter the codes shown below with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Show Shot Percentage: 0-1-1 Down

Beach Court: 0-2-3 Left

Show Hotspot: 1-1-0 Down

No Fouls (Player Two Must Agree):

2-2-2 Right

Away Uniform: 0-2-4 Right

No Hotspots (Player Two Must Agree):

3-0-1 Up

Big Heads: 3-0-0 Right

Tiny Heads: 3-3-0 Left

Infinite Turbo: 3-1-2 Up

Street Court: 3-2-0 Left

Home Uniform: 0-1-4 Right

ABA Ball: 1-1-1 Right

Tiny Players: 5-4-3 Left

Granny Shots: 1-2-1 Left

No Goaltending: 4-4-4 Left

NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters."

From this screen, choose "Create Player."

Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a

GameShark Codes

Cool Boarders 2001

(M) Must Be On EC878228144837FC
Infinite Time 4CA7A5B01456B00C
Massive Score 1CA7BEF417E9C70C
Quick Race Boarders

1C8F498461DFB00C

All Career Boarders

1C8F29F861DFB00C

All QuickRace Tracks

7C8F466C1458E7A6

3D9882291456E7A5

All Career Events

7C8F29B81446E7A6

3D9882291456E7A5

Trent Maxed

1C8F4980C0E4CDD9F

1C8F29040E4CDD9F

Cool Maxed

1C8F49900E4CDD9F

1C8F29080E4CDD9F

Replay Maxed

1C8F49940E4CDD9F

1C8F290C0E4CDD9F

Sasha Maxed

1C8F49980E4CDD9F

1C8F29100E4CDD9F

Max Maxed

1C8F499C0E4CDD9F

1C8F29140E4CDD9F

Karma Maxed

1C8F49A00E4CDD9F

1C8F29180E4CDD9F

Le'Monjello Maxed

1C8F49A40E4CDD9F

1C8F291C0E4CDD9F

Burg Maxed

1C8F49A80E4CDD9F

1C8F29200E4CDD9F

Tex Maxed

1C8F49AC0E4CDD9F

1C8F29240E4CDD9F

Gray Maxed

1C8F49B00E4CDD9F

1C8F29280E4CDD9F

J.Jones Maxed

1C8F49B40E4CDD9F

1C8F29320E4CDD9F

B.Christy Maxed

1C8F49B80E4CDD9F

1C8F29380E4CDD9F

T.Dakides Maxed

1C8F49BC0E4CDD9F

1C8F29400E4CDD9F

N.Cole Maxed

1C8F49C00E4CDD9F

1C8F29440E4CDD9F

K.Jones Maxed

1C8F49C40E4CDD9F

1C8F29480E4CDD9F

S.Wittlake Maxed

1C8F49C80E4CDD9F

1C8F29520E4CDD9F

T.Parker Maxed

1C8F49CC0E4CDD9F

1C8F29560E4CDD9F

M.Taggart Maxed

1C8F49D00E4CDD9F

1C8F29600E4CDD9F

J.Oksanen Maxed

1C8F49D40E4CDD9F

1C8F29640E4CDD9F

T.Richards Maxed

1C8F49D80E4CDD9F

1C8F29680E4CDD9F

Plenty Of Coins

4CA7BEF01456089C

Crazy Taxi

(M) Must Be On EC907FE0143C2534

Infinite Fare Time

4CBA872C1456E00C

Max Cash Earned

1CBA840817E9C70C

Big Drift Combo

4CD23A781456E404

1 Balloon Left

4CD23C3C1456E7A6

R1+L3=Speed Burst

0CD237301456E59D

4CA7267E145629A5

L3=Ultra Speed

0CD237301456E5A5

4CA7267E14561FA5

Axel Always Drives

0CD248C01456E675

3CBA4FC01456E7A6

BD.Joe Always Drives

0CD248C01456E675

3CBA4FC01456E7A7

Gena Always Drives

0CD248C01456E675

3CBA4FC01456E7A8

Continued on Page 18

GameShark Codes

Continued from Page 17

Gus Always Drives

0CD248C01456E675
3CBA4FC01456E7A1

Square = More Time

0CD237301456E6A5
4CBA84F41456E7A5

Select = No Time

0CD237301456E6A5
4CBA84F41456E7A5

999 Customers

4CD23E0C1456E404

Gauntlet: Dark Legacy

(M) Must Be On EC8785D1440F2A4
All Characters P1 4CB5A1201456B00C
All Characters P2 4CB5CA201456B00C
All Characters P3 4CB5F7201456B00C
All Characters P4 4CB520201456B00C
P1 Infinite Gold 4CB5B0981456089C
P2 Infinite Gold 4CB5DD981456089C
P3 Infinite Gold 4CB506981456089C
P4 Infinite Gold 4CB533981456089C
P1 Infinite Health 4CB5B086145629A9
P2 Infinite Health 4CB5DD86145629A9
P3 Infinite Health 4CB50686145629A9
P4 Infinite Health 4CB53386145629A9
P1 Inf. Special 4CB59E76145625DD
P2 Inf. Special 4CB5CB76145625DD
P3 Inf. Special 4CB5F476145625DD
P4 Inf. Special 4CB52176145625DD
P1 Level 99 4CB5C381456E788
P2 Level 99 4CB5EC381456E788
P3 Level 99 4CB519381456E788
P4 Level 99 4CB542381456E788
P1 Warrior-Crystals
1CB5A58461DFB00C
1CB5A58861DFB00C
1CB5A58C61DFB00C
1CB5A59061DFB00C

P1 Valkyrie-Crystals

1CB5A43861DFB00C
1CB5A43C61DFB00C
1CB5A44061DFB00C
1CB5A4461DFB00C

P1 Wizard-Crystals

1CB5A4EC61DFB00C
1CB5A4F061DFB00C
1CB5A4F461DFB00C
1CB5A4F861DFB00C

P1 Archer-Crystals

1CB5A7A061DFB00C
1CB5A7A461DFB00C
1CB5A7A861DFB00C
1CB5A7AC61DFB00C

P1 Dwarf-Crystals

1CB5A65461DFB00C
1CB5A65861DFB00C
1CB5A65C61DFB00C
1CB5A66061DFB00C

P1 Knight-Crystals

1CB5A60861DFB00C
1CB5A60C61DFB00C
1CB5A61061DFB00C
1CB5A61461DFB00C

P1 Scoreress-Crystals

1CB5A9BC61DFB00C
1CB5A9C061DFB00C
1CB5A9C461DFB00C
1CB5A9C861DFB00C

P1 Jester-Crystals

1CB5A87061DFB00C
1CB5A87461DFB00C
1CB5A87861DFB00C
1CB5A87C61DFB00C

P1 Minotaur-Crystals

1CB5A82461DFB00C
1CB5A82861DFB00C
1CB5A82C61DFB00C
1CB5A83061DFB00C

Continued on Page 20

player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Rayman 2: Revolution

Menu Cheat: First, you must get to at least one save point in the game, or load a saved game. Then press START to pause. From the main menu, access the "Sound" option. On the sound menu, highlight the Mute option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2. The "Menu Cheat" will appear with items that you would normally have to purchase in the game.

Bonus Mini-Games: After you load up the game and choose your language, go to the main menu and access the options. From the options menu, access the "Language" option, and then choose "Voices." On the voices menu, highlight the "Raymanian" option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

Names in Baby Soccer: You can do this trick after you unlock the bonus levels and access the Baby Soccer mini-game. While playing Baby Soccer, hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

Rumble Racing

Go into the game options. Move down to the "Load and Save" option and press Right on the controller to bring up the "Password" option. On the "Password" screen, enter your name as one of the codes shown below to unlock these cars.

High Roller: HGIROLREL

Buckshot: UBTKSTOCH

Sporticus: OPSRTISUC

Van Itty: VTYANIYTT

Gamecus: BSUIGASUM

Silent Scope

On the mode select screen, enter these cheats as shown.

Professional Mode: Hold the R1 button and quickly press START, START, START, START.

Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START.

Professional Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START, START.

No Crosshair: Right, Right, Right, Square. You will hear an explosion when entered correctly.

Romantic Mode: Left, Right, Right, Square, Triangle. You will hear "Wow!" when entered correctly.

Super Fast Professional Mode: Down, Triangle, Up, Square, Triangle, Down, Right, Down, Right, Square, Triangle.

Mirror Mode: Left, Left, Right, Square, Down, Down, Up, Triangle, Up, Right, Down, Up, Left, Down, Square.

No Scope: Right, Down, Right, Square, Right, Down, Right, Square.

Gauntlet: Dark Legacy

When you are asked to enter your name on the character select screen, put in any of these character passwords for the results shown.

Waitress: KAO292

Karate Guy: SJB964

Cheerleader: CEL721

Ratface Knight: RAT333

Smiley Face: STX222

Garm: GARM99

Summer: SUM224

General: ICE600

S&M Dwarf: NUD069

Chainsaw Guy: KJH105

Sky General: SKY100

Castle General: CAS400

Punkrocker: PNK666

Battle General: BAT900

Ninja: TAK118

Desert General: DES700

Chris: CSS222

Football Player: RIZ721

School Girl: AYA555

Mike: DIB626

Guy with Mace: ARV984

Town General: TWN300

Mountain General: MTN200

Sick Garm: GARM00

Stig: STG333



Hidden Mode (All enemies are invisible):

Right, Down, Right, Square, Up, Square, Square, Triangle, Down, Right, Down, Right, Square, Triangle.

Night Mode: Up, Right, Down, Left, Up, Square, Triangle. You will hear "Silent Scope" when entered correctly.

First-Person View: Up, Up, Up, Down, Down, Down, Down.

No Enemy Targeting Mode: Right, Right, Right, Right, Left, Down, Up, Right.

Half of Life for 5 Seconds: Pause during play and press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

5 Seconds for Half of Life: Pause during play and press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up.

Silpheed: The Lost Planet

Every Weapon Available: As soon as you get to the title screen, press START. When you get to the name entry screen, enter GLOIRE as your code name. After you have done this, go to the select weapon screen—you will see that all of the weapons will be available for each side of your ship!

SSX

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)

All Attribute Points: Circle, Circle, Circle, Circle, Circle, X, Triangle, Square. Crazy Runners: Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will

have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints: Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

Star Wars: Starfighter

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown. **Unlock All Levels:** OVERSEER (This will give you everything except the bonus multiplayer missions).

Bonus Multiplayer Missions: ANDREW
Secret Ship for Bonus Missions: BLUESNF
Disable Cockpit Display: NOHUD

Ship and Cast Pics: HEROES

Pre-production Art: PLANETS

Pictures of Simon: SIMON

Development Team Pics: TEAM

View Credits: CREDITS

Invincible Mode: MINIME

Jar Jar Mode: JARJAR (This will reverse your ship's controls.)

Director Mode: DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)

Christmas FMV: WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

Star Wars: Super Bombad Racing

On the main menu, enter the following commands to unlock these replacement racers.

Boba Fett: Square, Circle, Triangle, Circle,



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GameShark Codes

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P1 Falconess-Crystals

1CB5ABD861DFB00C
1CB5ABDC61DFB00C
1CB5ABE061DFB00C
1CB5ABE461DFB00C

GunGriffon Blaze

(M) Must Be On EC8198F01438BBA0
Huge Score 1CDF09F017E9C70C
Inf Firepower 1 4CD3E9C1456E79E
Inf Super Reload 4CD3E9A1456E79E
Inf Flash Roll 4CD3E9F1456E79E
Inf Adv. Armor 2 4CD3E9E1456E79E
Inf Wheel Adaptor 4CD3E9F41456E79E
Inf Super Zoom 4CD3E9F21456E79E
Inf Hyper Zoom 4CD3E9F81456E79E
Inf IG System 4CD3E9F61456E79E
Inf Jump Regulator 4CD3E9FC1456E79E

Inf Firepower M 4CD3E9FA1456E79E
Inf Adv Armor M 4CD3E9001456E79E
Inf Firepower 2 4CD3E9FE1456E79E
Inf Adv Armor 1 4CD3E9041456E79E
Inf Quick Reload 4CD3E9021456E79E
Inf Hyper Reload 4CD3E9081456E79E
Inf CH Missile 4CD3E7EC1456E79E
Inf MS Bomb 4CD3E7EA1456E79E
Inf NP Gun 4CD3E7F01456E79E
Inf Rocket Pod 4CD3E7EE1456E79E
Inf AT Missile 4CD3E7F41456E79E
Inf Gun 4CD3E7F21456E79E
Inf MG Ver. 1 4CD3E7F81456E79E
Inf S Shotgun 4CD3E7F61456E79E
Infinite Grenade Ver. 1 4CD3E7FC1456E79E

Infinite Grenade Ver. 2 4CD3E7FA1456E79E
Inf Hyper Grenade 4CD3E7001456E79E

Inf Shotgun 4CD3E7FE1456E79E
Inf Power MG 4CD3E7041456E79E
Inf SS Rocket Gun 4CD3E7021456E79E

Inf MG Ver. 2 4CD3E7081456E79E
Inf. MG Ver. 3 4CD3E7061456E79E
Inf HH Missile 4CD3E70C1456E79E
Inf Fuel Air Expl. 4CD3E70A1456E79E
All Weapons Systems 1CAC1D6861DFB00C
4CAC1D6C1456B00C

Ridge Racer V

(M) Must Be On ECC010F01456E60A
Infinite Retries 3D7552681456E7A8
Zero Time-Lap 1 1D4B828C1456E7A5
Max Distance 1D7552A817E9C70C
Zero Time-Lap 2 1D4B82901456E7A5
Zero Time-Lap 3 1D4B82941456E7A5
Enable Extra GPs 4D7552A21456E69C
Extra Race Modes 3D7552C91456E7A6

3D7552CD1456E7A6
4D7552CA1456E9A6
All Trophies 1D7574501355E6A6
1D7574541355E6A6
All Cars 1D7552F01654E5A7
1D7552F41654E5A7
1D7552F81654E5A7
1D7552FC1654E5A7
1D7552001654E5A7
1D7552041654E5A7
1D7552081654E5A7

Silpheed

(M) Must Be On EC86FC2814383CA0
Infinite Shield 3CBE77FC1456E79F
All Weapons 4CBE76541456B00C

Square. Boba Fett's ship will replace any ship you choose on the racer selection screen.
AAT Battle Tank: Circle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the racer selection screen.

Super Bust-A-Move

Secret Characters: On the title screen (where "Press Start Button" is flashing), press Triangle, Right, Left, Triangle. A sound will play and an icon will appear in the upper-left corner of the screen to indicate that the trick worked. Choose a mode at the Game Menu screen. Now Fungila and Katze will now be available as playable characters.

Another World: On the title screen (where "Press Start Button" is flashing), press Triangle, Left, Right, Triangle. A sound will play and an icon will appear in the upper-right corner of the screen to indicate that the trick worked. Choose the 1P Puzzle mode and all of the stages will be changed to new puzzles.

Tekken Tag Tournament

Tekken Bowl: Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

Jukebox: Get a score of 200 or more in Tekken Bowl. The jukebox will allow you to choose the background music that plays as you bowl.

Theme Park: Roller Coaster

These tricks are entered while playing the game. You will hear a sound when they are entered correctly (make sure you don't pause before entering them).

255 Golden Tickets: Up, Down, Left, Right, Circle, Right, Left, Down, Up, Circle (Press this button combination a total of four times to make it work).

Free Purchases: Left, Down, X, Circle. (Press this button combination a total of eight times to make it work).

Unreal Tournament

Invincibility: In the middle of the game, press START to pause. Then press Square, Circle, Left, Right, Circle, Square.

Level Skip: In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left, Circle.

999 Ammo: In the middle of the game, press START to pause. Then press Left, Right, Circle, Circle, Circle, Right, Left.

Level Select: In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game.

Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.

Stealth Mutator: From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.

Fatboy Mutator: From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up,

Rumble Racing

From the main menu, go into the Game Options. Move down to the Load and Save option and press Right on the controller to bring up the Password option. On the Password screen, enter your name as one of the codes shown below to unlock these results.

Pro Cup 2: P1PROC1PU

Pro Cup 3: Q2PROC2YT

Elite Cup 1: AEPPROPUC

Elite Cup 2: ILETEC1MB



Elite Cup 3: ILCTEC2VB
Elite Cup 4: ILQTEC3PU
EA Elite Cup: LEAITEPUC
EA Stunt Cup: YEAMPOLOWW
Circus Minimus Track: ZEAGTLUKE
XXS Tomcat Vehicle: NALDSHSHD
Vortex Vehicle: 1AREXT1AR
Thor Vehicle: THTORHROT
Stinger Vehicle: AMHBRAAMH
Revolution Vehicle: PTOARTOI
Road Trip Vehicle: ABOGOBOGA
Interceptor Vehicle: CDAAPTINIA



Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.

Wild Wild Racing

All Cars and Challenges: On the main menu screen, access the options. On the options screen, press and hold the Square button. While holding Square, press Up, Circle, Down, Circle, Left, Right, Left, Right, Circle. A new option called "Secret" will appear underneath the rest of the options. Access this new option and you will be able to turn all of the classes and challenges on. Next, go back to the main menu and choose Single Player. Enter your name as NORTHEND and you will hear a voice say, "Wild Wild Racing." Now go back to the Options and access the "Secret" option again. Another new option will appear called "Top Secret." In here, you can turn on All Cars, All Upgrades, I.C.V. and Saucy.

Winback: Covert Operations

On the title screen where it says, "Press Start," enter any of the following codes to

get the corresponding result. You must enter each code before the game goes into demo mode.

Max Power: Press L1, R2, L2, R2, Triangle, Circle, Triangle, Circle, then press and hold L1. While holding L1, press START. This option will appear on the main menu and will give you all weapons and unlimited ammunition.
Trial: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Triangle. While holding Triangle, press START. This option will appear on the main menu, and will allow you to begin from any level in the game.

All Characters: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Circle. While holding Circle, press START. Go into Versus mode and access the "Character" option. You will see that all the characters will be unlocked and playable in this mode.

Sudden Death: Press L2, R2, L2, R2, Circle, Triangle, Circle, Triangle, then press and hold L1. While holding L1, press START. This option will appear on the main menu, and will make your character and opponents vulnerable to one-hit kills.

Zone of the Enders

Health and Ammo: In the middle of the game, press START to pause. Then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammunition will be refilled. The consequence of this trick is that your level will decrease each time you enter the code.

Versus: On the title screen (where it says, "Press Start Button"), press



Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. You will hear a sound to confirm that the code was entered correctly. Now press START and scroll through the main menu options until you reach "Versus." Choose this option to fight a one-on-one battle with the computer or a second player.



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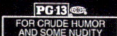
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GameShark Codes

18 Wheeler American Pro Trucker

[M] Must Be First 9C5D88F8
Must Be On 2458CA4A900000002
Inf Time Arcade F294B9A3000000009
331EA948000000009
Inf Time Parking 8C8AF77E000000009
8C9C7A48000000009
AGAED1DA000000009
Time 0:00:00 Parking D6CA9BFA000000009
Inf Time Score Attack 4B5ACED7000000009
Max Cash 6A8C763205F5E0FF
[M] Must Be Last 245EECA9

Coaster Works

[M] Must Be First 9C5D88F8
99 Memory Loss Riders CACAFCC3000000063
99 Blacked Out Riders CABAFC3000000063
99 Thrown Up Riders F684B2EC000000063
99 Queasy Riders 20BDEC54000000063
99 MPH Score 5465EED600000009F
10 G Score 5595EED6000000064
200 Thrill Score 8A3C719C0000000C8
100 Safety Score A96DEA0E000000064
Press X For Super Boost FD12A87AA0704D9E
89DC719D000004100
Press Y For Short Boost FD12A87AA0704DDE
89DC719D000004020
Unlock All Parks 47DCC23920705081
66556CA8000000003
666BECA8E0705061
666DECA8000000303
9BF009EE0705061
9BF8009E000000303
A6CBEF2C0705041
A6CD6BF2000000003
[M] Must Be Last 245EECA9

Confidential Mission

[M] Must Be First 9C5D88F8
Inf Credits 5875E8AD000000008
High Score P1 2D1C6FA5000F423F
25FC6AF3000F423F
[M] Must Be Last 245EECA9

Crazy Taxi 2

[M] Must Be First 9C5D88F8
Inf Time 2B1DEBFF000007FF
Max Fare E7E9FE5B0098967F
Max Total Cash 51F473A305F5E0FF
Crazy Pyramid Complete 19F41E74FFFFF
Press X For More Game Time 9D2E1FE8A0704D9E
76F33DF70000FFFF
Collect One Balloon To Win 34C8BF3C80705040
34CEBF3C000000000
Always Pass Golf Challenge CBD4E74B0000FFFF
Lik's Custom Turbo Press X 9D2E1FE8A0704D9E
64DDEE34000045A0
[M] Must Be Last 245EECA9

ESPN NBA 2Night

Start On 2nd Quarter BE853BDDC0705041
BE863BDD000000001
Start On 3rd Quarter BE853BDDC0705041
BE863BDD000000002

Continued on Page 26



Dreamcast

Aerowings 2: Airstrike

Get Everything: When you begin your game, abort Training Mode and get to the "Game Select" screen. While on this screen, hold L-Trigger+X. With these held, press Y. You will hear a voice to confirm the code was entered correctly.

Crazy Taxi

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

No Arrows: Press and hold R-Trigger+ START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point. **No Destination Mark:** Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Dave Mirra Freestyle BMX

From the main menu, choose Proquest mode. Now enter these codes on the following screens for various results. You will hear a sound when they are entered correctly. **Slim Jim:** On the select rider screen, press Down, Down, Left, Right, Up, Up, Y. You'll hear a sound. Move Left until Slim Jim appears.

Unlock Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Y.

Styles Unlocked: On the "Style" screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Daytona USA

Speed Start: On a track where you don't have a rolling start, such as Dinosaur Canyon, wait for the countdown and hold the R-Trigger about halfway down so the RPM pointer is in the yellow part of the gauge. When the countdown hits 2, press and hold the L-Trigger button. As soon as you see the word, "Go," let go of the L-Trigger and press the R-Trigger all the way down, and you will get a speedy start.

Dead or Alive 2

Change View of Victory Pose: As your char-

acter does its victory pose, hold X and move the Pad or Analog Stick to rotate the view. Press the B button to zoom in.

Full Screen Pause: During the game, press START to pause. Press the R-Trigger button to get a clean game screen without the text. **Girl Art:** Place the Dead or Alive 2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "Bonus." In this folder are several images of the DOA2 girls in bikinis.

Uncut Demo: On the mode select screen, choose Option. On the "Option" screen, choose Game Setting. From "Game Setting" choose Others. On the "Other Setting" screen, change Your Age to a number higher than 21 (99 is optimal). Now go back to the mode select screen and pick Survival Mode. Play through this mode until you get onto the top ten ranking list and put in your name as REALDEMO. Now go back to the title screen and wait until the demo starts. You will then see the uncut demo with one of the scenes showing Kasumi in her birthday suit, lying in a gelatin-like substance.

Grand Theft Auto 2

On the main menu screen, choose "Play." At the next menu, move up to the player name and change it to one of the following names to unlock these cheats as shown.

Invincibility: INFINITY

99 Lives: BIGCATS

Every Weapon: BIGGUNS

Level Select: SESAME

Recover Weapon After Death: LOSTTOYS

Double Damage: DBLWAMMY

Unlimited Electric Gun: BIGFRIES

No Police: LAWLESS

Get the 5X Multiplier: BOYAKASH

Max Respect from All Gangs: ALLFRIEND

More Blood: WOUNDED

Get \$500,000: MUCHCASH

Get \$9,999,999: ULTIMATE

Pedestrians Are Elvis: ERRHUH (Note: If you run over an entire group of Elvis pedestrians with a car, you will get the message, "Elvis has left the building.")

Unlimited Flame Thrower: TOASTIES

Invisible Player: SCOOPYDO.

Kao the Kangaroo

In the middle of the game, press START to pause. Now choose the "Back to Map" option. On the map screen, first hold L-Trigger+R-Trigger, then, while holding these buttons, enter the following codes.

Level Select: Up, Down, Right, Left, Up, X.

Level Skip: Up, Up, Left, Down, X. The next level will turn from black and white to color.

Extra Glove: Down, Right, Left, Down, A.

Extra Checkpoint: Up, Right, Down, Left, A

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.

Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.

Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.

Refill Magic: Hold L-Trigger and press Right,

Right, Left, Y, Right, Down.

Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.

Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.

Hurt Raziel: Hold L-Trigger and press Left, B, Up, Up, Down.

Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.

Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.

Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.

Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.

Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.

Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.

Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Left.

Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.

Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Looney Toons Space Race

From the main menu, access the options. In the "Options" screen, access "Cheats." On the "Cheats" screen, enter any of these codes for the results as shown. The screen will flash and Foghorn Leghorn will say, "There y'are. Have fun!"

Unlock Off-World City Limits 1: DURNIDGIT

Unlock Off-World City Limits 2: PALOOKA

Unlock Galactorama Park 1: YOIKS

Unlock Galactorama Park 2: DODGPARRY

Unlock the Pyramids of Mars 2: SCWEWBALL

Unlock Wild West Quadrant 1: HOGGRAVY

Unlock Planet ACME 2: MAROON

Unlock The Nebula: MRFUZZY

Unlock Marvin the Martian: REDWAGON

Unlock Porky Pig: YAVARMINT

Every Gallery Item Open: MICHIGANJ

Unlimited Turbo Boost: DUCKAMUCK

No Gags in Game: SUCCOTASH

All Tracks Mirrored: SAMRALPH

Every Challenge Open: MOIDALIZE

Every ACME Event Open: 3LILBOPS

Open Up Everything in the Game: CHEESFISH

NBA 2K1

From the main menu, access the options screen, then select "Codes." On the "Cheat Codes" screen, type in your password as one of these shown below.

Hidden Teams: vc

Be the Ball: betheball

Giant Heads: heliubrain

Wierd Commentary: whatamiasaying

Taunt After Shot Is Made: sohappyy

NBA Hoopz

On the "Tonight's Matchup" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times and then press Up).

Shoot Shot Percentage: 0-1-1 Down



Beach Court: 0-2-3 Left
Show Hotspot: 1-1-0 Down
No Fouls (2P must agree):
 2-2-2 Right
Away Uniform: 0-2-4 Right
No Hotspots (2P must agree):
 3-0-1 Up
Big Heads: 3-0-0 Right
Tiny Heads: 3-3-0 Left
Infinite Turbo: 3-1-2 Up
Street Court: 3-2-0 Left
Home Uniform: 0-1-4 Right
ABA Ball: 1-1-1 Right
Tiny Players: 5-4-3 Left
Granny Shots: 1-2-1 Left
No Goaltending: 4-4-4 Left

Phantasy Star Online

New Costume Colors: From the main menu screen, choose "New Game" and at the character select screen, pick a character. Now, enter one of these names on the "Character Name" screen. After putting in the name, choose the Enter key and you will hear a sound to confirm correct code entry. Now move up to the "Costume" or "Body Color" option and you will see that there are now nine colors instead of seven.

Fomar: DNEAOHUHEK
Fonewm: ASUEBHEBUI
Fonewear: XSYGSSHEOH
Humar: KSKAUDONSU
Hucast: RUUHANGBRT
Hunewear: MOUEQSRHUN
Ramar: SOUDEGMSKG
Racast: MEIAUGHSYN
Racaseal: NUDNAFJOOH

Rainbow Six: Rogue Spear

Cheat Menu: In the middle of the game, press and hold the L-Trigger+X+Y+A+B. With these held, press Down on the D-pad. A "Cheat Codes" menu will appear with four names. Choose one of the names to get a list of cheats you can activate. Here are the four names and what they give you.
Sherman: Avatargod, Teamgod, Explore, Win Mission.
Rommel: Big Noggin, Mega Noggin, Clod Hopper, Stumpy
Ike: 5 Finger Discount, 1-900, Turn Punch Kick, Silent but Deadly.
Grant: The Shadow Knows, Team Shadow, Fast Action Team, No Brainer.

Ready 2 Rumble: Round 2

Unlock All Boxers: From the main menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Right, Left, Left, Right, Up, Down, R-Trigger, R-Trigger, R-Trigger, R-Trigger, R-Trigger, L-Trigger. A bell will sound and all the characters will be available.

Resident Evil 2

Unlimited Ammunition: In the middle of the game, press the B button to bring up the inventory screen. Now press Up, Up, Down, Down, Left, Right, Left, Right, R-Trigger. The number of bullets under each gun you possess will turn into an infinity symbol. After you pick up a new gun, it will also have unlimited ammunition!

Secret Film D: Go to the S.T.A.R.S. office, which is located upstairs in the police station. Search the desk where it says, "It's trashed. Someone must have searched it." Do this a total of 50 times. On the 50th time, Film D will appear. Take the film and go back downstairs and through the door at the end

of the small hallway, on the left of the stairs. Go into the red room and develop the film. You will now see a picture of Rebecca from the first Resident Evil in a basketball uniform.
Hidden Outfits: Begin the original game and, while playing, don't pick up any bullets, guns or items. Make your way to the stairs leading to the tunnel next to the police station. Go down the stairs and you will be faced with a zombie (he's actually Brad Vickers from the first Resident Evil). Kill him and search his body. You will find a Special Key. Take the Special Key and go into the police station. Make your way to the room at the bottom-right of the stairs. In this room there will be a film development room, a locker and a desk. Go to the locker and use the Special Key to open it. Inside will be new clothes for either Claire or Leon.

Samba de Amigo

On the main menu screen, choose either Arcade or Original. On the mode select screen, use the left Maraca or the D-pad on your controller to access the following new modes.

Random: Hold Down until "Random" appears in the middle of the screen.
Super Hard: Hold Up until "Super Hard" appears in the middle of the screen.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Trigger+R-Trigger+X+Y buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The codes shown are very difficult to enter. The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear)

Random Weapons: Highlight Random Weapons. Press and hold L-Trigger+A. While holding these, press X, Y. Release all buttons. Press and hold R-Trigger+A. While holding these, press X, Y.

Invisible Track: Highlight Invisible Track. Press R-Trigger, L-Trigger, Y, X, A, A, X, Y. Then press and hold L-Trigger+R-Trigger. While holding these, press A.

Mass: Highlight Mass. Press and hold A. While holding this button, press X, X, Y. Release the A button. Press L-Trigger, R-Trigger.

Brakes: Highlight Brakes. Press Y, Y, Y, then press and hold L-Trigger+R-Trigger+A+X.

Demolition Battle: Highlight Demolition Battle. Press and hold the L-Trigger+A. While holding these, press Y, X. Release all buttons. Press and hold R-Trigger+A. While holding these, press Y, X. All weapons in battle mode will be the battering ram.

Super Tires: Highlight Super Tires. Press and hold the R-Trigger. While holding this, press X, X, X. Release the R-Trigger. Press and hold the L-Trigger. While holding it, press A, A, Y. **All Cars:** Highlight "All Cars." Press A, A, Y, Y, L-Trigger, L-Trigger. Hold R-Trigger+X. Release all buttons. Hold L-Trigger+A.

Sega Smash Pack: Vol 1 (Altered Beast)

Cheat Menu: At the title screen, press and hold the A button, then press START. A cheat menu will appear where you can choose

your starting round, difficulty level, power and number of lives! Press START to go back to the title screen. To begin at your selected level, press and hold X, and with X held, press START.

Continue on Current Level: After you lose all your lives, go back to the title screen, hold X, then press START. You will begin on the stage you were previously playing, with a full count of lives.

Choose Your Altered Beast: At the title screen, press and hold X+A+B+Down-Left. While holding all of these buttons, press START. You will get a menu where you can choose which beast you will become on each level.

Sega Smash Pack: Vol 1 (Columns)

Easy Magic Jewel: Put the game on the Easy difficulty. At any point during play, fill up the entire left or the entire right two columns with jewels, leaving one space at the top of each of the columns. Once you do this, a magic jewel will appear. Maneuver the magic jewel to the top of one of the columns to get rid of the set of regular jewels it touches. Since it is at the very top of the screen, two pieces of the jewel will be left to eliminate another set of jewels! If you have an empty column in the game, you can drop the magic jewel to the bottom of the column for an easy 10,000 points!

Sega Smash Pack: Vol 1 (Golden Axe)

Level Select: From the main menu, choose Arcade. On the select player screen, press and hold diagonally Down-Left on the D-pad. You will see the characters spin. While still holding Down-Left, press A+START simultaneously. A number will appear in the upper left corner of the screen. This is the number of your starting level. Press Up or Down on

the D-pad to change this number, and then press START to begin there.

9 Credits: From the main menu, choose Arcade. On the select player screen, press and hold diagonally Down-Left on the D-pad. You will see the characters spin. While still holding Down-Left, press X+B simultaneously. Let go of all buttons and press START. When you die in the game, you will see that you have 9 credits to continue.

Sega Smash Pack: Vol 1 (Phantasy Star II)

Slow Motion: While in the middle of the game, press START to pause. Now press and hold A. While holding A, you can move around the town with the D-pad, but you will be moving in slow motion. Also, while paused, you can tap the B button while holding a direction on the D-pad to move frame by frame.

Keep the Music: Press START to pause the game before you go from one scene to the next. Press and hold the X button and move to the next screen with the D-pad. Now unpause the game. The music from the previous scene will be playing on your current one.

Sega Smash Pack: Vol 1 (Revenge of Shinobi)

Infinite Shurikens: Access the Options screen and move down to the Shurikens option. Set the number of Shurikens to oo. After you do this, wait until you see the number turn into an infinity symbol. You now have infinite shurikens throughout the entire game.

Sega Smash Pack: Vol 1 (Sonic the Hedgehog)

Mess With the Demo: While the Demo is playing, press and hold X+A+B. Sonic will run into walls, jump into enemies, etc.
Slow Motion, Frame Advance and Restart:

Bangai-O

Level Select: When you are asked to enter your initials, put in the pale gopher symbols for all three initials, then choose "Start Game." When the Level menu appears, scroll Left or Right to choose your starting level. You can choose any level up to 44 with this trick.

Hidden Options: Choose Exit from the

Level menu, then go back to the main menu and pick Game Options. Scroll down and choose "Done." You will now access a new menu called "Secret Garden." Now you can choose the size of Riki and Mami's shots, the size of the debris, choice of background and Invincibility!



YO! I GET
CAN I GET
* PREFER
* TEXT OVER?
HERE!

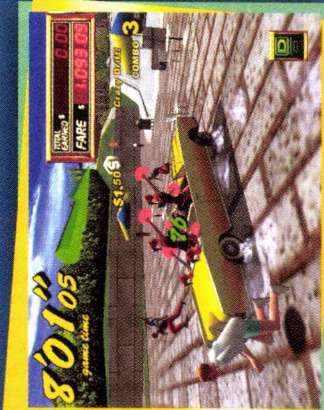




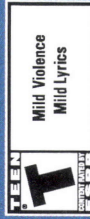
Crazy Taxi is bigger and crazier than ever as it invades New York City with a vengeance!



Hit the Big Apple as one of 4 new "cabbies" in low-rider taxis—that can now leap over traffic!



Pick up multiple fares at one time while driving to the slammin' sounds of The Offspring and Methods of Mayhem.



Dreamcast™

Crazy Taxi New York Style!



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GameShark Codes

Continued from Page 26

Start On 4th Quarter

BE853BDDC0705041
BE863BDD00000003

Start On Over Time

BE853BDDC0705041
BE863BDD00000004

Inf. Full Time Outs Away Team

A753190C000000063

Inf. 20 Sec Time Outs Away Team

F799DE1B000000063

Inf. Full Time Outs Home Team

647B3CFF000000063

Inf. 20 Sec Time Outs Home Team

B6D6BD33000000063

Illbleed

[M] Must Be First 9C5D88F8
Infinite Cash 46AB462405F5E0FF
Inf. Hassy 95C8848100000009
Inf. Salad B017428E00000009
Inf. Steak Dinner CA2A792000000009
Inf. Ampoule E210E6CD00000009
Inf. Injection E228E6CD00000009
All Recovery Items 95CA8481E070F041
E14F6F60
[M] Must Be Last 245EECA9

Phantasy Star Online

Enable Code (Must Be On) 1EBF9758C0705040
Save To A Different Memory Card 154C1517000000018
12341516000000008
12641516000000018

Project Justice

[M] Must Be First 9C5D88F8
Infinite Health P1 89BC616E0000000C8
Infinite Health P2 75E32AB00000000C8
Low Health P1 89BC616E000000000
Low Health P2 75E32AB0000000000
50% Health P1 89BA616EC0705038
50% Health P1 89BC616E000000064
50% Health P2 75E32AB0C0705038
50% Health P2 75E32AB0000000064
Extra Characters C66AE3E10000FFFF
P1 Max Burning Vigor Gauge EAA873DC000000500
P1 No Burning Vigor Gauge EAA873DC000000000
P2 Max Burning Vigor Gauge CA9AEC2C000000500
P2 No Burning Vigor Gauge CA9AEC2C000000000
[M] Must Be Last 245EECA9

Ready 2 Rumble: Round 2

Enable All Characters B77779E4E06FD041
A06DB042

Silent Scope

Weak Harrier 644B6AE4000000000
Weak Monica E7271928000000000

Spawn

Infinite Health P2 E4CF0D18000001F4

Street Fighter Alpha 3

Crouching Tiger Mode P1 A40352610000F000
Crouching Tiger Mode P2 4BCA1FC060000F000
Short Jump P1 A4035261000000000
Short Jump P2 4BCA1FC0600000000

On the title screen, press Up, B, Down, B, Left, B, Right. You will hear a sound to confirm that the code was entered correctly. In the middle of the game, press START to pause. Pressing X will reset the game and bring you back to the title screen. Holding A will enable slow motion play. You must hold A the entire time for slow motion to continue. Pressing B will advance one frame of animation. Keep pressing B while moving to continue advancing frames.

Debug: On the title screen, press Up, B, Down, B, Left, B, Right. You will hear a sound to confirm that the code was entered correctly. Now hold the X button and press START. Keep holding X until the first level appears. If you see a jumble of letters and numbers on the top-left of the screen, you will know you did the code correctly. Press A to change Sonic into a ring. After this, you can press X repeatedly to cycle through different objects in the game. Once you get to an object you want, press B to place it on the screen. You can place a multitude of objects anywhere you want throughout the level. To change back to Sonic, press A again.
Level Select: On the title screen, press Up, Down, Left, Right. You will hear a sound. Then hold X and press START. A Stage Select screen will appear where you can choose any level, special stage and sound select.

Sega Smash Pack: Vol 1 (Streets of Rage 2)

Stage Select, New Difficulties and 9 Lives: (Note: Make sure you have two controllers plugged in before you do this trick.) On the main menu screen (with 1 Player, 2 Player, Duel and Options), take controller 2 and move down to Options. With Options highlighted, press and hold the X+A buttons. With these held, press START. On the options screen, you will see a new option called "Round." Here you can choose your starting stage. Also, two new difficulties (Very Easy and Mania) will be opened. You can also set your lives up to 9.

Sega Smash Pack: Vol 1 (Vectorman)

Cheat Menu: From the main menu, access the Options. On the Options screen, press X, A, A, X, Down, X, A, A, X, Refus Q. Orbot's Private Option Screen will appear. Now you can increase your health, lives, starting level and start shot.
Life Refill: In the middle of the game, press START to pause. Now press X, A, X, B, X, Down, X, A, Right, X and unpause the game. All life points will be refilled.
Level Warp: On the SEGA logo screen (where Vectorman is standing on top of the A), move Vectorman underneath the logo. Jump up and hit your head on the logo 12 times. Then shoot anywhere on the screen 24 times. After this, you will see the words, "Get Ready" and then the letters from the SEGA logo will start falling in a pattern back and forth throughout the screen. You must use Vectorman to catch these letters as they fall. A total of 120 letters will fall and you must catch at least 90 to warp to level 5. If you catch 110 or more, you will warp to level 10.
Destroy the Logo: On the SEGA logo screen, move Vectorman over to the right side, in-between the A in SEGA and the right edge of the screen. Begin shooting up and you will notice that you're hitting something. It is actually a TV. Keep shooting it until it is

destroyed, and it will leave a power-up. Collect the power-up and shoot the SEGA logo to destroy it.

Sprite Boundaries: To show Vectorman's sprite boundaries, press START to pause. Then press X, A, X, B, X, A, A and unpause the game.

Silent Scope

On the mode select screen, enter these cheats as shown.

Professional Mode: Hold the R-Trigger and quickly press START, START, START, START.

Night Vision Mode: Hold the R-Trigger and quickly press START, START, START, START.

Professional Night Vision Mode: Hold the R-Trigger and quickly press START, START, START, START, START, START.

No Crosshair: Right, Right, Right, X. You will hear an explosion when entered correctly.

Romantic Mode: Left, Right, Right, X, Y. You will hear "Wow!" when entered correctly.

Super Fast Speed: Down, Y, Up, X, Y, Down, Right, Down, Right, X, Y.

Mirror Mode: Left, Left, Right, X, Down, Down, Up, Y, Up, Right, Down, Up, Left, Down, X.

No Scope: Right, Down, Right, X, Right, Down, Right, X.

Hidden Mode (All enemies are invisible): Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y.

Night Mode: Up, Right, Down, Left, Up, X, Y. You will hear "Silent Scope" when entered correctly.

First-Person View: Up, Up, Up, Up, Down, Down, Down, Down.

No Enemy Targeting Mode: Right, Right, Right, Right, Left, Down, Up, Right.

Half of Life for 5 Seconds: Pause the game during play, then press Up, Up, Down, Down, Left, Right, Left, Right, A, B.

5 Seconds for Half of Life: Pause the game during play, then press B, A, Right, Left, Right, Left, Down, Down, Up, Up.

Spider-Man

On the main menu screen, highlight and enter the "Special" option. Then move down and access the "Cheats" option. From here, enter any of these passwords.

Level Select: MME WEB

Unlimited Webbing: GLANDS

Invulnerable: ADMNTIUM

Movie Viewer: CINEMA

Character Viewer: RGSGLLRY

Full Health: WEAKNESS

Game Comic Covers: KIRBYFAN

Comic Collection: FANBOY

"What If?": Contest: UATUSEES

Pulsating Head: EGOTRIP

Stick Spidey: STICKMAN

Quick Change Costume: SM LVIII

Amazing Bag Man Costume:

KICK ME

Scarlet Spider Costume: XILRTRNS

Symbiote Spidey Costume:

SECR2WAR

Peter Parker Costume: MRWATSON

Spidey 2009 Costume: MIGUELOH

Ben Reilly Costume: CLUBNOIR

Spidey Unlimited Costume: SYNOPTIC

Captain Universe Costume:

TRISNTNL

Storyboard Viewer: ROBERTSON

Everything: LEANEST

Star Wars: Demolition

On the main menu screen, access the options. Next, go into the preferences. On

the "Preferences" screen, press L-Trigger+R-Trigger simultaneously. This will bring up the "Passcode" option. Enter your passcode as one of these shown below to automatically be taken to a sequence of cinematics. Press A to get past the cinematics you don't want to see.

Unlock Winner FMVs: MOVIE SHOW

Unlock Loser FMVs: SAD MOVIES

New Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L-Trigger+R-Trigger simultaneously. This will bring up the Passcode option. Enter your passcode as WATTO_SHOP and then press A to accept it. Now go back to the main menu and choose a one or two player game. Choose your Arena and on the "Choose Contestant" screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.

Star Wars Episode 1: Jedi Power Battles

Jedi Power Battle Mode: On the main menu screen, choose "New Game" and start a two-player game. In the middle of play, take controller 1 and press and hold R-Trigger+X+Y+B. With these held, press A. This will allow you to damage your partner. To turn this mode off, just do the trick again.

Street Fighter III: 3rd Strike

Load the game, then press and hold the following codes until the Capcom logo appears.

De-Interlaced Mode: Press and hold L-Trigger+START.

Low Resolution: Press and hold Y+START.

Regular Screen: Press and hold X+START.

Test Drive Le Mans

From the main menu screen, select the "Championship" option. Now choose your class, team and difficulty. On the "Name Entry" screen, enter any of these names to get these results as shown.

Every Car in Quick Race Mode: MONSTA

Every Track in Quick Race Mode: GOOZ

Every Class in Championship Mode:

CARNAGE

Tomb Raider Chronicles

Special Features: During the game, press START to pause. Access the "Inventory" screen and then access the "Timex-TMX" option. Press A to get to the "Statistics" screen. Now, press and hold the Y button for about five seconds, and then let go. After letting go of the button, the "Secrets Found" statistic should read 36/36. Exit the game and go back to the main menu screen. Access the options and then enter the "Special Features" option. All of the storyboards and galleries will now be opened.
Second Story: On the main menu screen, have the "New Game" option highlighted, then press and hold L-Trigger+R-Trigger+Down. Hold these buttons until the game loads. This will bring you to the Russian Base, which is the Second story in the game.

Third Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Left. Hold these buttons until the game loads. This will bring you to Black Isle, which is the third story in the game.

Fourth Story: On the main menu screen,



have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Right. Hold these buttons until the game loads. This will bring you to the Tower Block stage, which is the fourth story in the game.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Now press and hold the L-Trigger. While holding it, press the following buttons to unlock the cheats as shown. The screen will shake if entered correctly.

All Cheats: B, Right, Up, Down, B, Right, Up, X, Y.

Random Locations to Begin: X, B, A, Up, Down.

Big Heads: X, B, Up, Left, Left.

Infinite Special Meter: A, Y, B, Down, Up, Right.

Play as Private Carrera: Y, Up, Y, Up, B, Up, Left, Y. Exit the game and go to the character select screen. You will see Private Carrera instead of Officer Dick.

Tony Hawk's Pro Skater 2

Press START to pause in the middle of a game. Now, press and hold L-Trigger. While holding it, enter any one of the codes shown below. The screen will shake if the code was entered correctly.

Low Gravity: A, X, Left, Up, Down, Up, X, Y.

Slow Motion Tricks: B, Up, Y, X, A, Y, B.

Wire Frames: Down, B, Right, Up, X, Y.

No Texture Maps: Down, Down, Up, X, Y, Up, Right.

Flashing Ramps: Down, Up, X, B, Up, Left, Up, A. Once you do a successful trick off a ramp, it will start flashing.

Real Physics: B, Right, Up, Left, Y, B, Right, Up, Down.

Unlock Trixie: Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A. Trixie will be unlocked once your time runs out.

Floating Skater: From the main menu screen, press and hold the L-Trigger button. While holding it, press Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press A to jump and then hold A in the air to start rising up! Hold Y to hover above the ground. Use L-Trigger and R-Trigger to strafe left and right. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press A and then hold A again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.

Ultimate Cheat: A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. This will give you access to tons of cheats including Officer Dick, Spider-Man, tons of money, etc.

Big Head: X, B, Up, Left, Left, X, Right, Up, Left. Exit the stage and enter it again to see the results.

Full Special Meter: A, Y, B, B, Up, Left, Y, X.

Turbo Stater: Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B.

Toggle Blood: Right, Up, X, Y.

UFC: Ultimate Fighting Championship

999 Creation Points: On the main menu, choose "Career" and on the Edit Menu, choose "Make a New Fighter." After selecting a discipline, fighter type, voice and color, go to the "Setting" selection at the top of the screen. Enter "Best" for the first name and "Buy" for the last name.

Unreal Tournament

Level Skip: From the main menu, choose Tournament. Begin a new game. Choose your name, skill level and skin. Then begin the Deathmatch. On the match select screen, choose Oblivion. In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left. The game will take you back to the match select screen, and the next level will be open to play. Do this trick multiple times to open up every level and new ladders along the way.

Invincibility: In the middle of the game, press START to pause. Now press Left, Left, Right, Right, Down, Up.

Full Health: In the middle of the game, press START to pause. Now press Down, Down, Down, Left, Up, Right.

Full Ammo: In the middle of the game, press START to pause. Now press Left, Right, Left, Right, Right, Left.

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A,

then press L-Trigger+R-Trigger simultaneously. From here, you can enter these passcodes for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-Trigger+R-Trigger to enter a new one.

No Enemies: HOME_ALONE

No Delay Firing: RAPID_FIRE

Monster Wheels: GO_MONSTER

Suspended Cars: JACK_IT_UP

Heavier Cars: GO_RAMMING

Increased Enemy Attack: UNDER_FIRE

Deadlier Missiles: BLAST_FIRE

Quick Vehicles: MORE_SPEED

Slow Vehicles: GO_SLOW_MO

World Series Baseball 2K1

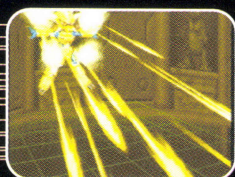
Automatic Batting Aim: When your man is up to bat, move the Analog Stick slightly in any direction. While keeping a hold on the Analog Stick, wait until the pitch and the cursor will automatically follow the ball for perfect aim. (This trick will work in the default Rookie Mode setting.)

Zombie Revenge

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear where you can choose between seven different stages.

This ain't your little brother's card game.

Features exciting 3D Polygon Battle Sequences!



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COMIC MISCHIEF



GameShark Codes

Mario Party 3

P1 A+D+UP Roll 10 All Players

D10D55468800
800CDBD5000A
D10D55468800
800CDC21000A
D10D55468800
800CDC6D000A
D10D55468800
800CDCB9000A

P1 A+D+DOWN Roll 1 All Players

D10D55468800
800CDBD50001
D10D55468800
800CDC210001
D10D55468800
800CDC6D0001
D10D55468800
800CDCB90001

P2 A+D+UP Roll 10 All Players

D10D55488800
800CDBD5000A
D10D55488800
800CDC21000A
D10D55488800
800CDC6D000A
D10D55488800
800CDCB9000A

P2 A+D+DOWN Roll 1 All Players

D10D55488800
800CDBD50001
D10D55488800
800CDC210001
D10D55488800
800CDC6D0001
D10D55488800
800CDCB90001

P3 A+D+UP Roll 10 All Players

D10D554A8800
800CDBD5000A
D10D554A8800
800CDC21000A
D10D554A8800
800CDC6D000A
D10D554A8800
800CDCB9000A

P3 A+D+DOWN Roll 1 All Players

D10D554A8400
800CDBD50001
D10D554A8400
800CDC210001
D10D554A8400
800CDC6D0001
D10D554A8400
800CDCB90001

P4 A+D+UP Roll 10 All Players

D10D554C8800
800CDBD5000A
D10D554C8800
800CDC21000A
D10D554C8800
800CDC6D000A
D10D554C8800
800CDCB9000A

P4 A+D+DOWN Roll 1 All Players

D10D554C8400
800CDBD50001
D10D554C8400
800CDC210001
D10D554C8400
800CDC6D0001
D10D554C8400
800CDCB90001

P1 L+C Up - Max Coins P1

D10D55460028
810D111203E7

P1 L+C Right - Max Coins P2

D10D55460021
810D114A03E7



Nintendo 64



Conker's Bad Fur Day

From the main menu (where you can choose chapters, options, etc.), access the options screen. Move down and select "Cheats." On the "Cheats" screen, put in any of these passwords for the results as shown.

50 Lives: BOVRILBULLETHOLE

Easy Game: EASY

Very Easy Game: VERYEASY

Play as Weasel Henchman in Multi Games:

CHINDITVICTORY (Deathmatch and Race games.)

Play as the Cavemen in Multi Games:

EATBOX (Deathmatch and Race games.)

Play as Villager and Zombies in Multi Games:

BEEFCURTAINS (Deathmatch and Race games.)

Play as Sergeant and Tedi Leader in Multi Games:

RUSTYSHERIFFSBADGE (Deathmatch and Race games.)

Play as Grim Reaper and Skeleton in Multi Games:

BILLYMILLROUNDABOUT (Deathmatch and Race games.)

Play as Conker in Multi Games: WELLYTOP (Deathmatch and Race games.)

Play as Neo Conker in Multi Games:

EASTEREGGSRUS (Deathmatch and Race games.)

Decapitation Effect in Deathmatch:

SPUNKJOCKEY (In the Multi Deathmatch (skull icon) game, choose a one-player game. When you have a sword or chainsaw, hit an opponent. Some of the time you will get a cool rotation effect with the decapitation, but it is random.)

Open Heist Chapter: CHOCOLATESTARFISH

Open It's War Chapter: BEELZEBUBSBUM

Open Spooky Chapter: SPANIELSEARS

Open Uga Buga Chapter: MONKEYSCHIN

Open Sloprano Chapter: ANCHOVYBAY

Open Bats Tower Chapter: CLAMPIRATE

Open Barn Boys Chapter: PRINCEALBERT

Open All Chapters and Scenes:

WELDERSBENCH

Dr. Mario 64

S-Hard in Story: From the main menu screen, choose "Story." After choosing a name, go to the "Story" menu and move down to "Game Lv." Highlight the Hard difficulty setting and press the Z button to get the S-Hard difficulty setting.

Hard and S-Hard in Vs. Computer: From the main menu screen, choose "Vs. Computer." After choosing a name, go to the "Vs. Computer" menu and choose your player. When choosing the computer player, press and hold L-Shift. While holding L-Shift, press A. The computer's level will increase one star to give it the Hard difficulty level. For S-Hard level, hold L-Shift and press B.

Excitebike 64

On the main menu screen, press and hold the following buttons in this order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A and the "Enter a Cheat Code" menu will appear. On this screen, you may enter any of these passwords as shown.

Big Head Mode: BLAHBLAH

Invisible Rider: INVISRIDER

Stunt Bonus: SHOWOFF

Unlock Every Stunt: TRICKSTER

Mirror Tracks: YADAYADA

Tiny Head: PINHEAD

Beat This!: PATWELLS

Night Mode: MIDNIGHT.

Transparent Riders: XLURIDER

Crazy Color Tracks: ROTCOLS

Programmer Information: IMGOINGNOW

GoldenEye 007

Button Codes: Enter these codes on the Cheat menu screen with the L-Shoulder and R-Shoulder buttons, C buttons and D-pad. You will hear a beep to confirm correct code entry. You will have to exit the Cheat menu and enter it again to make each code appear. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code.

Invincibility: Press R-Shoulder+Left, L-Shoulder+Down, Left, Up, Down, R-Shoulder+C-Left, L-Shoulder+C-Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Right, L-Shoulder+C-Left.

DK Mode: Hold L+R-Shoulders and press Up, C-Right, R-Shoulder+Left, R-Shoulder+Up, Up, R-Shoulder+Right, Up, hold L+R-Shoulders and press C-Down, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press C-Left.

Turbo Mode: Press L-Shoulder+Down, L-Shoulder+C-Down, hold L+R-Shoulders and press Up, R-Shoulder+C-Down, Left, R-Shoulder+Down, L-Shoulder+C-Down, Up, R-Shoulder+Down, L-Shoulder+Right.

Paintball Cheat: Press L-Shoulder+Up, C-Up, R-Shoulder+Right, hold L+R-Shoulders and press C-Left, L-Shoulder+Up, R-Shoulder+C-Down, L-Shoulder+C-Down, hold L+R-Shoulders and press C-Down, hold L+R-Shoulders and press Up, L-Shoulder+C-Down.

No Radar: Press R-Shoulder+Up, C-Down, C-Left, C-Up, L-Shoulder+Down, R-Shoulder+Up, C-Left, Right, R-Shoulder+Left, R-Shoulder+Right.

Tiny Bond: Hold L+R-Shoulders and press Down, R-Shoulder+Down, L-Shoulder+C-Down, Left, R-Shoulder+C-Left, hold L+R-Shoulders and press C-Down, Right, Down, R-Shoulder+C-Down, R-Shoulder+Right.

2X Throwing Knives: Press R-Shoulder+C-Left, L-Shoulder+Left, Up, hold L+R-Shoulders and press Right, Right, hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press C-Left, R-Shoulder+Down, R-Shoulder+Left, R-Shoulder+C-Left.

Fast Animation: Press L-Shoulder+C-Down, L-Shoulder+C-Left, C-Down, C-Right, C-Left, hold L+R-Shoulders and press Right, C-Right, hold L+R-Shoulders and press Up, R-Shoulder+C-Left, L-Shoulder+Left.

Enemy Rockets: Hold L+R-Shoulders and press C-Down, C-Left, R-Shoulder+C-Down, C-Down, C-Down, hold L+R-Shoulders+C-Down, hold L+R-Shoulders+Up, C-Down, R-Shoulder+Up, L-Shoulder+Up.

Slow Animation: Hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press Left, C-Right, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press Down, L-Shoulder+Down, C-Left, C-Up.

Invisible Bond: Hold L+R-Shoulders and

press C-Left, hold L+R-Shoulders and press C-Down, L-Shoulder+C-Left, R-Shoulder+C-Left, R-Shoulder+Right, hold L+R-Shoulders and press Left, L-Shoulder+Right, Left, hold L+R-Shoulders and press C-Left, L-Shoulder+Down.

Silver PP7: Press L-Shoulder+Left, hold L+R-Shoulders and press Up, L-Shoulder+Right, hold L+R-Shoulders and press Up, hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Down, C-Down, hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Left.

2X Hunting Knives: Press R-Shoulder+C-Down, L-Shoulder+Right, R-Shoulder+C-Left, R-Shoulder+Right, hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Up, L-Shoulder+Down, R-Shoulder+Left, L-Shoulder+Right, L-Shoulder+C-Left.

Infinite Ammo: Press L-Shoulder+C-Left, hold L+R-Shoulders and press Right, C-Right, C-Left, R-Shoulder+Left, L-Shoulder+C-Down, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press C-Down, L-Shoulder+Up, C-Right.

2X RCP-90s: Press Up, Right, L-Shoulder+Left, R-Shoulder+Down, L-Shoulder+Up, L-Shoulder+C-Left, L-Shoulder+Left, C-Right, C-Up, hold L+R-Shoulders and press Down.

Gold PP7: Hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Down, L-Shoulder+Up, hold L+R-Shoulders and press Down, C-Up, R-Shoulder+Up, hold L+R-Shoulders and press Right, L-Shoulder+Left, Down, L-Shoulder+C-Down.

All Guns: Down, Left, C-Up, Right, L-Shoulder+Down, R-Shoulder+Left, L-Shoulder+Up, C-Left, Left, C-Down.

2X Lasers: Press L-Shoulder+Right, hold L+R-Shoulders and press C-Left, L-Shoulder+Down, R-Shoulder+Left, R-Shoulder+Down, L-Shoulder+Right, C-Up, Right, R-Shoulder+Right, hold L+R-Shoulders and press Up.

2X Grenade Launcher: Press R-Shoulder+Down, R-Shoulder+Up, Right, hold L+R-Shoulders and press C-Down, L-Shoulder+Right, R-Shoulder+Left, Left, Down, Up, R-Shoulder+C-Down.

2X Rocket Launcher: Press R-Shoulder+Right, L-Shoulder+Up, Down, Down, R-Shoulder+C-Down, L-Shoulder+Left, L-Shoulder+C-Left, R-Shoulder+Up, R-Shoulder+Down, R-Shoulder+C-Left.

Indiana Jones And the Infernal Machine

From the main menu, access the options screen. Move down and select "Cheats." On the "Cheats" screen, put in any of these passwords for the results as shown.

50 Lives: BOVRILBULLETHOLE

Easy Game: EASY

Very Easy Game: VERYEASY

Mario Tennis

From the main menu, access the "Special Games" option. In the Special Games menu, choose the Ring Tournament. Now, on the "Code Entry" screen, put in the password for the Cup you want to play. After you play one of these tournaments, you will receive a new

Continued on Page 30

ACTUAL...

TRUTH



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GameShark Codes

Continued from Page 28

P1 L+C Left - Max Coins P3
D10C55460022
810D118203E7

P1 L+C Down - Max Coins P4
D10D55460024
810D118A03E7

P1 R+C Up - No Coins P1
D10D55460018
810D11120000

Pokémon Stadium 2

P1: Press R+L To KO Opponents
D10CE0660030
801457670000
D10CE0660030
801457C70000
D10CE0660030
8014576F0000
D10CE0660030
8014581F0000

Inf+Max HP (In Bat.) Gold+Silver
801AABFD00FF
801AABF00FF

Inf+Max HP (1st Pokémon) G+S
801ABEED00FF
801ABEEF00FF

Inf+Max HP (2nd Pokémon) G+S
801ABF1D00FF
801ABF1F00FF

Inf+Max HP (3rd Pokémon) G+S
801ABF4D00FF
801ABF4F00FF

Inf+Max HP (4th Pokémon) G+S
801ABF7D00FF
801ABF7F00FF

Inf+Max HP (5th Pokémon) G+S
801ABFAD00FF
801ABFAF00FF

Inf+Max HP (6th Pokémon) G+S
801ABFDD00FF
801ABFDF00FF

Inf. PP (1st Pos.) Gold+Silver
801AABF40063
801ABEE10063

Inf. PP (2nd Pos.) Gold+Silver
801AABF50063
801ABEE20063

Inf. PP (3rd Pos.) Gold+Silver
801AABF60063
801ABEE30063

Inf. PP (4th Pos.) Gold+Silver
801AABF70063
801ABEE40063

One Hit Kills (Gold+Silver)
801AB5A00000

Max. Attack (Gold+Silver)
801AB4D200FF
801ABEF100FF

Max. Defense (Gold+Silver)
801AB4D400FF
801ABEF300FF

Max. Spec. Attack (Gold+Silver)
801AB4D600FF
801ABEF500FF

Max. Special Defense (G+S)
801AB4D800FF
801ABEF700FF

Max. Speed (Gold+Silver)
801AB4DA00FF
801ABEF900FF

Scooby Doo

Enable Code (Must Be On)
F107D8B02400

Infinite Health
81086BCA0038

Infinite Health
800BAF970007

code to rank you on the
mariotennis.com website.

Mario Cup: A3W5KQA3C
Luigi Cup: M1C2YQM1W
Peach Cup: OF9XQOFR
Donkey Kong Cup: MM55MQMMJ
Wario Cup: UOUFMPUOM
Waluigi Cup: LA98JRLAR
Bowser Cup: N24K8QN2P
Mariotennis.com Cup: 48HWOR482
Blockbuster Cup: ARM6JQARU

Paper Mario

NES Music: As soon as the beginning of a chapter appears, wait until the music stops. Wait a few moments longer and eventually you will hear the Super Mario Bros. theme music from the original Nintendo Entertainment System start to play.

Perfect Dark

Easier Escape: In Area 51: Escape, get to the end of the level with the UFO. When Jonathan and Elvis are talking, make your way up the ramp and across to the computers that control the hangar doors. When Jonathan talks about escaping on the hover-bike, access the computer to the inner door, then the outer door. The cinema will show the UFO escaping. This is much quicker than having Jonathan do it all.

Carrington Knives Glitch: In the Carrington Institute, go all the way downstairs to the hangar. Next to the worker is a hovering crate. Grab it and carry it upstairs to the firing range. Bring the crate inside the range itself and press START to bring up the weapons menu. Select the Combat Knife on the Bronze difficulty. Hold B to make it a throwing knife and then chuck as many knives as you can into the box before time runs out. Now carry the box out of the range and take it up the elevator to Daniel Carrington's office and leave it there. Now go back down to the firing range and access the Weapons Menu again. Use the Farsight XR-20 and aim above the range worker. You will see Carrington next to the box of knives. Aim for the box and blow it up. This will scatter the knives all over the floor. Now go upstairs to the device training room. Choose Cloaking Device training and head to Carrington's office through the passage. Once you get there, pick up the knives next to him, switch the weapon to your knives and start throwing them at Daniel!

Floating Ammunition Boxes: In a multiplayer game, you can make the ammunition boxes float in the air by shooting a box into the air and grabbing it quickly before it hits the ground. The ammo box will re-spawn in the place you caught it, and be hovering over the ground.

Pokémon Puzzle League

V-Hard Difficulty: In the Puzzle Village, choose 1P Stadium and then pick your name or guest at the Name Select screen. On the Game Settings screen, press and hold the Z button and then press L-Shoulder, L-Shoulder, A, B. The V-Hard difficulty level will appear underneath the others.

S-Hard Difficulty: Hold the Z button and press R-Shoulder, L-Shoulder, A, B. Now you have two entirely new levels of challenge.

Trainer Taunts: In a 2P game, the first one to select his/her character can press the A button repeatedly to keep taunting your opponent until they pick their character.

Unlock Trainers: On the "Select Trainer" screen, press and hold L-Shoulder+R-

Shoulder+Z simultaneously on controllers one and two. The questions marks will then go away and the characters will be revealed.

Hidden Mewtwo Stage: Start a 2P game. On the "Select Trainer" screen, press and hold Z. While holding this button, press B, Up, L-Shoulder, B, A, START, A, Up, R-Shoulder (To help you remember the code, it spells BUL-BASAUR). Mewtwo's stage will automatically appear. Player 1 will be Ash and Player 2 will be Mewtwo.

Level 99 Speed Marathon: On the title screen, press and hold Z. While holding this button, press B, A, L-Shoulder, L-Shoulder. You will hear a sound. Choose Marathon in Puzzle Village and on the Game Settings screen, you will see that you can set the speed level to 99!

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Shoulder+R-Shoulder+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)

All Parts: Press and hold L-Shoulder+R-Shoulder. While holding these, press Z. Release all buttons. Press C-Down, C-Up, C-Left, C-Right. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z.

Invincible: Press C-Right, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder. Press and hold C-Left+C-Down. While holding these, press Z.

Super Tires: Press Z, Z, Z, L-Shift, R-Shift, C-Up, C-Up, C-Left, C-Right, C-Down.

All Cars: Press C-Left, C-Left, C-Left, C-Up, C-Up, C-Up, C-Right, C-Right, C-Right, C-Down, C-Down, C-Down. Press and hold L-Shift+R-Shift+C-Left+C-Up+C-Right+C-Down, then press Z.

Invisible Track: Press C-Right, C-Right. Press and hold L-Shift+R-Shift and press C-Left.

Battle Paint Shop: Press Z, Z, Z, C-Down, C-Down, C-Down, C-Left, C-Left, C-Left, C-Right, C-Up, C-Left, C-Down.

Invisible Car: Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.

Car Collisions: Hold L-Shift and press Z. Release the buttons and then hold R-Shift and press Z. Release the buttons and hold L-Shift and press Z. Release the buttons and hold R-Shift and press Z.

Tire scaling: Press Z+C-Down+C-Left+R-Shift. Release the buttons and press Z+C-Right+C-Up+L-Shift. Release the button and then press Z, Z, Z.

Frame Scale: Press C-Left, C-Left, then hold L-Shift+R-Shift+C-Right.

Super Speed: Press Z. Hold L-Shift+R-Shift and press Z. Release the buttons. Press C-Down. Hold L-Shift+R-Shift and press C-Down. Release the buttons. Press C-Up, C-Up, C-Up.

Brakes: Press C-Down, C-Down. Hold L-Shift+R-Shift and press C-Up. Release the buttons. Press C-Up, C-Up. Hold L-Shift+R-Shift and press C-Down.

Track Orientation: Hold L-Shift+R-Shift and press C-Right, C-Left, C-Up, C-Down, Z.

Invisible Car: Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.

Car Mines: Hold L-Shift+R-Shift and press Z.

Release the buttons. Hold C-Left+C-Down and press Z. Release the buttons. Hold C-Left+C-Up and press Z. Release the buttons. Hold C-Up+C-Right and press Z.

Cone Mines: Press Z+C-Down. Release the buttons. Press L-Shift+C-Left. Release the buttons. Press R-Shift+C-Up. Release the buttons. Press Z+C-Right.

Auto Abort: Press C-Left, C-Up, C-Right, C-Down, Z, L, R, Z, Z.

Resurrect in Place: Press Z+C-Down. Z+C-Right. Z+C-Up. Z+C-Left. Z+R-Shift. Z+L-Shift. Suicide Mode: Hold R-Shift and press C-Right, C-Up, C-Left, C-Down. Release R-Shift. Hold L-Shift and press C-Down, C-Left, C-Up, C-Right.

Fog Color: Hold C-Up+C-Right and press L-Shift. Release the buttons. Hold C-Down+C-Left and press R-Shift. Release the buttons. Press C-Right, C-Left, C-Right, C-Left.

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps) on the cheat screen as shown.

Level Select: LVLSKIPPER

Invulnerable: TURTLE

Full Health: HELP ME

Webbing: STICKYSTUFF

Comic Collection: CLTHMALL

All Slide Shows: SMESTORY

Game Comic Covers: COVVEIW

All Sound Menu: LISTEN

Symbiote Spidey Costume: SYMBSPID

Quick Change Costume: GTATNKFTST

Captain Universe Costume: POWCOSMIC

Spidey 2099 Costume: SPTWOKNN

Ben Reilly Costume: DA CLONE

Peter Parker Costume: MISTERM

Spidey Unlimited Costume: LIMITED ED

Scarlet Spider Costume: SPID INRED

Everything: TRUBLEVR

Star Wars Episode One: Battle for Naboo

From the main menu screen, enter the options. Access the "Passcodes" option and put in any of these codes.

Advanced Shields: DROIDEKA

Showroom Art Gallery: KOOLSTUF

Development Team Picture:

LOVEHUTT

Pink Ship: RUAGIRL?

All Upgrades: OVERLOAD

More Difficult Game: NASTYME

Showroom Concert Hall: WAKEUP

Credits: MEMEME!

Bouncy Game: DRJEKYL

Infinite Lives (this cannot be used to obtain medals): PATHETIC

Audio Commentary During the Game:

TALKTOME

One Hit Kills (enemies and you): EWERDEAD

Open All Levels: LEC&FIVE (This will open up all the levels and the bonus Trade Federation Secrets level as well).

WWF: No Mercy

From the "Superstar Select" screen, you can find new wrestlers.

Jacqueline: Press C-Left or C-Right while highlighting Ivory.

Funaki: Press C-Left or C-Right while highlighting Taka Michinoku.

Goodfather: Press C-Left or C-Right while highlighting Godfather.

Debra: Press C-Left or C-Right while highlighting Terri.



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GameShark Codes



Armored Core:

Master of Arena v1.1

All Heads	800370500101
	800370520101
	300370540001
	300370550001
	800370560101
	800370580101
	8003705A0101
	8003705C0101
	3003705E0001
All Cores	800370620101
	800370640101
	300370660001
	300370840001
All Legs	800370860101
	300370890001
	8003708A0101
	800370900101
	800370920101
	300370950001
	800370960101
	800370980101
	8003709A0101
	8003709C0101
	800370A00101
	800370A20101
	800370A40101
All Arms	3003706D0001
	3003706F0001
	800370700101
	800370720101
	800370740101
	3003707B0001
	8003707C0101
	8003707E0101
	800370800101
	300370820001
All Generators	300370AD0001
	800370AE0101
	800370B00101
	800370B20101
	800370B40101
All Boosters	800370E00101
	800370E20101
	800370E40101
	300370E60001
All FCS	800370BC0101
	800370BE0101
	800370C00101
	800370C20101
	800370C40101
	300370C60001
All Back Weapons	300370ED0002
	800370EE0202
	800370F00202
	800370F20202
	800370F40202
	800370F60202
	800370F80202
	800370FA0202
	800370FC0202
	800370FE0202
	800371000202
	800371020202
	800371040202
	300371090002
	8003710A0202
	8003710C0202
	8003710E0202
	800371100202
	300371150002
	800371160202
	800371180202
	8003711A0202
	3003711C0002
	300371210002
	800371220202
	800371240202
	300371260002

Continued on Page 33

007 Racing

New Car in Two Player Mode: On the title screen, where "Press Start" is flashing, quickly press L1, R1, Triangle, Circle, X. You will hear an evil laugh when this is entered correctly. From the main menu, choose Two Player mode and your type of game. On the car select screen, scroll left or right until you see the Aston Martin Vantage. You may now use this car in the two player mode!

Alien Resurrection

Cheat Menu: On the main menu screen, press Circle, Left, Right, Circle, Up, R2. You will hear a sound. Now go down and access the options. In the options menu, there will be a new setting called Cheat Menu. Go into this menu to access a level select, Infinite Ammo, Infinite Health, No Chestburst and No Down.

Army Men: Air Attack 2

Final Password: From the main menu, choose Continue Game and then scroll to the "Password" option. Then enter Triangle, X, Down, Left, Right, X, Circle, Square. Now choose a Single or Co-operative game. You will then see that you are on Mission 22. Move Left to scroll through previous missions and select any one you want to play.

Blade

At the main menu screen, enter these tricks. In the middle of the game, press START to pause and access the Cheat Menu to activate them.

Infinite Weapons: Down, Right, Up, Left, L2, L1, R2, R1.

Infinite Health: Left, Left, Left, Right, L2, L1, R2, R1.

All Items: Right, Left, Up, Down, L2, L2, R2, R2.

Colin McRae Rally 2.0

On the main menu, choose "Arcade" and then pick the mode you want to play. Choose a one or two player game and on the driver select screen, access the "Create New Driver Profile" option. After entering any three letter tag entry you want, put in your name as one of these passwords as shown.

Unlock All Cars: ONECAREFULOWNER

Unlock All Tracks: HELLOCLEVELAND

Cool Boarders 2001

All Boards, Players and Events: From the main menu, choose Career Mode and enter your name as GIVEALL when the choose player screen appears. A voice will say, "Hey, no cheating" when you enter the name correctly. You will now have access to all boards, players and events in the game.

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down.

You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

"Unlimited" Tricks: After entering one of these next tricks, you will have to reset the game to get a different unlimited object. Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.

Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin."

Now this character is ready to race in any of the modes except Adventure Mode.

At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.

N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Dance Dance Revolution

Hidden Characters: On the character select screen, press Up or Down on the dance pad (or control pad). This will give you a new row of characters to choose from, such as Disco, Disk: A, and Dread Snake. Press Left or Right to scroll through the new choices.

Dave Mirra Freestyle BMX

Unlock Slim Jim: On the rider select screen, press Down, Down, Left, Right, Up, Up, Circle.

Unlock All Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Circle.

Unlock All Styles: On the style select screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.

Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.

Now, every level will be open!

Die Hard Trilogy 2

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes (For best results, enter the Unlimited Ammo code after the Every Weapon code).

Every Weapon: Square, Square, Circle,

Circle, L1, L1.

Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.

Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.

Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

Duke Nukem: Land of the Babes

From the main menu screen, access the Options. Move down and access Cheats. On the screen are locked versions of most of the codes.

Level Select: Circle, X, Square, Square, X, Square, Circle.

Invincibility: L1, Square, Circle, Circle, Square, L1, L2.

All Weapons: R2, X, L1, Square, R1, Circle, L2.

Infinite Ammunition: L2, Circle, R2, Square, Circle, L2, R1.

Double Damage: Square, Square, Square, Circle, Circle, Circle, X.

Temporary Invincibility: L1, L1, L1, L1, L1, L1, R2.

Invisibility: Square, X, Circle, Square, X, Circle, Square.

Full Ego: R1, R1, Circle, Circle, L1, L1, R2.

Full Armor: L1, L1, R1, R1, X, X, Circle, Circle.

First Person View: L2, R1, L1, R2, Circle, X, Square.

Big Head Duke: Square, Square, X, Circle, Circle, X, Square.

Small Head Duke: Square, X, Circle, Circle, X, Square, Square.

Big Head Enemies: X, X, R1, X, L1, X.

Small Head Enemies: X, L1, X, R1, X, X.

Wacky FMV Sequences: L1, L2, R1, R2, Circle, Circle, Square, Square.

Outtake FMV Sequences: L1, L2, R1, R2, Square, Square, Circle, Circle.

Ending FMV Sequence: Circle, R2, L1, Square, L2, X, R2.

Unlock Every Cheat: L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, Circle, Circle.

Circle, Circle, X, X, X, X, Square, Square, Square, Square, SELECT, SELECT, SELECT, SELECT.

Eagle One: Harrier Attack

To enter these cheats, go to the main menu screen and access the options menu. You will hear a sound to confirm the trick was entered correctly.

Invincibility: R1, L1, R2, L2, L1.

Level Select: R1, L1, R2, L2, START.

Infinite Ammunition: R1, L1, R2, L2, R1.

Fear Effect 2: Retro Helix

To do these tricks, you must beat the game at least once. Next, begin a new game and wait until the cinema ends. After Rain goes into the next room, move Hana forward until the view changes. You will see a control panel on the left side of the screen. Move up



Incredible Crisis

Enter the following tricks from the second controller in port two of your PlayStation. You must have the second controller plugged in for these to work.

Huge Head: Hold Up or Down.

Flat Character: Hold Left or Right.
Horn: Press Triangle.
Boos: Press Square.
Drum: Press Circle.
Whistle: Press X.



to the panel until you see the "Use" command appear. Press the Triangle button to access the panel. Once you do this, enter one of the following number codes to initiate these tricks.

Huge Head: 10397
Every Weapon: 11692
Infinite Ammo: 61166

Frogger 2: Swampy's Revenge

Enter any one of these tricks while paused during play. You will see a visual confirmation that the codes worked after entering them.

Level Select: While holding Square, press Up, Down, Left, Right, Right, Right, Down, Left.

Level Skip: While holding Square, press Right, Left, Up, Up, Up, Right, Left, Left.

Unlimited Lives: While holding Square, press Down, Down, Up, Down, Right, Down, Up, Up.

Every Character in Multiplayer: While holding Square, press Left, Right, Left, Left, Left, Up, Left, Left.

Temporary Invulnerability: While holding Square, Left, Left, Up, Left, Down, Right, Right, Right.

Mad Garibs On: While holding Square, press Right, Left, Right, Left, Up, Left, Right.

Jackie Chan: Stuntmaster

Enter these tricks on the title screen where it says, "Press Start Button."

Level Select: L2, Square, Triangle, Circle, X, R2, R2. You'll hear a sound if the trick was entered correctly.

Behind the Scenes Movie: Left, Right, R1, Circle, Square, Triangle, Triangle. The "Press Start Button" text will be replaced with "Bonus Movie." Press X to see the movie.

Kurt Warner's Arena Football Unleashed

On the "Today's Contest" screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (For example, if the code is 1, 2, 3, Right, you will press Turbo one time, Jump two times, Pass three times and the Press Right).

Fast Passes: 2, 5, 0, Left.

Super Passing (2P must Agree): 4, 2, 3, Right.

Super Field Goals: 1, 2, 3, Left.

Show Field Goal %: 0, 0, 1, Down.

Allow Stepping out of Bounds: 2, 1, 1, Left.

Power-Up Blockers: 3, 1, 2, Left.

Avengers Stadium: 1, 1, 5, Left.
No First Downs: 2, 1, 0, Up.
No Interceptions: 3, 4, 4, Up.
Infinite Turbo: 5, 1, 4, Up.
Super Blitzing: 0, 4, 5, Up.
Power-Up Teammates: 2, 3, 3, Up.
Power-Up Defense: 4, 2, 1, Up.
No Random Fumbles: 4, 2, 3, Down.
Hide Receiver Name: 1, 0, 2, Right.
Big Football: 0, 5, 0, Right.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
No Head: 3, 2, 1, Left.
Headless Team: 1, 2, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
Team Big Players: 1, 4, 1, Right.
Team Big Heads: 2, 0, 3, Right.
Hyper Play (2P must agree): 5, 5, 5, Up.
Show More Field (2P must agree): 0, 2, 1, Right.

No CPU Assistance (2P must agree): 0, 1, 2, Down.

Power-Up Speed (2P must agree): 4, 0, 4, Left.

Tournament Mode (2P game only): 1, 1, 1, Down.

Smart CPU Opponent (1P game only): 3, 1, 4, Down.

Power-Up Offense: 3, 1, 2, Up.

Fast Turbo Running: 0, 3, 2, Left.

Invisible: 4, 3, 3, Up.

Looney Tunes Racing

Enter these codes from the main menu.

Duck Dodgers: L2, Square, Square, Triangle, Circle, SELECT.

Evil Scientist: Square, Circle, L2, R2, Triangle, SELECT.

Foghorn Leghorn: Right, Right, L2, Square, Square, SELECT.

Genie: Square, L1, R1, Triangle, Circle, SELECT.

Gossamer: Triangle, Circle, R2, R1, Square, SELECT.

Granny: Circle, Triangle, Triangle, L1, R1, SELECT.

Hector: Triangle, L2, L1, Triangle, Square, SELECT.

Pepe Le Pew: Left, Right, R1, Circle, Square, SELECT.

Rocky: Triangle, Left, R2, Circle, Circle, SELECT.

Sylvester: Left, Left, L1, Triangle, Circle, SELECT.

Yosemite Sam: Left, Right, R2, Square, Circle, SELECT.

Wackyland Bonus Level (single race): L1, Circle, Square, R2, Triangle, SELECT.

Planet Y Bonus Level (single race): Right, Left, Triangle, L2, L1, SELECT.

Planet X Speedway (2 Player VS. mode): R1, Square, Circle, L2, Triangle, SELECT.

Garden Speedway (2 Player VS. mode): R1, Right, Left, L1, Square, SELECT.

Forest Speedway (2 Player VS. mode): Triangle, R2, Left, Triangle, L1, SELECT.

Duck Dodgers' Speedway (2 Player VS. mode): Circle, Left, Square, Square, R2, SELECT.

Medal of Honor Underground

From the main menu screen, choose the options. Access the "Passwords" screen and put in these codes for the results shown.

Once these passwords are in, choose "Secret Codes" from the options screen to activate them. The codes will work in the levels you've already completed.

Invincibility: PUISSANCE

Quadruple Firing Rate: BALLESVITE

Bouncing Bullets: RICOCHET

Podoski Mode (One hit kills for enemies and you): LATIREUSE

Wacky Taxi (1 minute to kill each enemy you come across): AUTODINGUO

Ultimate Cheat: First, put in ENTREZVOUS and press the Send key. Enter the "Password" screen again and put in PORTE-CLEFS as your code and press Send.

Everything will now be opened on the "Secret Codes" screen.

Cartoon Sketch Pictures: MOHDESSINS

Dreamworks Pictures: DWIECRANS

Team Pictures: MOHUEQUIPE

Panzerknacker Unleashed Mission: From the main menu screen, choose the options.

Access the "Passwords" screen, put in ENTREZVOUS and press the Send key.

Now go to the Save, Load and Records screen and access the Mission Log. You will see the Panzerknacker Unleashed mission available on the bottom of the screen.

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

Mega Man X5

Enter these codes on the character select screen. You'll hear a sound if the code was entered correctly.

Ultimate Armor for X: Highlight Mega Man X and press Up, Up, Down, Down, Down, Down, Down, Down, Down, Down, Down, Down.

Ultimate Armor for Zero: Highlight Zero and press Down, Down, Up, Up, Up, Up, Up, Up, Up, Up, Up, Up.

Muppet RaceMania

Enter the following tricks on the title screen. You will hear a horn if it did it correctly.

All Courses, Characters and Vehicles (except the secret courses): Triangle, Circle, Triangle, Square, Triangle, X, Triangle, Triangle, X, Circle.

GameShark Codes

Continued from Page 32

All R Arm Weapons	3003712B0001
	8003712C0101
	8003712E0101
	800371300101
	800371320101
	800371340101
	800371360101
	800371380101
	8003713A0101
	8003713C0101
All L Arm Weapons	300371430001
	800371440101
	800371460101
Max Credits	8003EAD8E0FF
	8003EADA05F5
Max Armor	D007B7CAA480
	801E74108300
Max Armor (Arena)	D007BBD21040
	801D8DD05DD4
Inf Energy	8004520E6D60
All Optional Parts	300370CB0001
	800370CC0101
	800370CE0101
	800370D00101
	800370D20101
	800370D40101
	800370D60101
Inf Ammo	800370CC0101
	800370CE0101
	800370D00101
	800370D20101
	800370D40101
	800370D60101

Blast Lacrosse

Home Team Scores 99	80094FC00063
Home Team Scores 0	80094FC00000
Away Team Scores 99	800950600063
Away Team Scores 0	800950600000
Home Team Has Infinite Turbo	800C2C1400FF
Home Team Has No Turbo	800C2C140000
Away Team Has Infinite Turbo	800C2C1800FF
Away Team Has No Turbo	800C2C180000
Home Team Always On Fire	80094FDC000A
Home Team Never On Fire	80094FDC0000
Away Team Always On Fire	8009507C000A
Away Team Never On Fire	8009507C0000
Unlock Last Man Standing	8008BB1C0001
Unlock Hot Potato	8008BB200001
Unlock Suicide	8008BB240001
Start On 4th Quarter	800C2C340004
Infinite Shot Clock	800A796400FF
Exploding Players	800A79640000

Bombing Islands

Infinite Time	80072E081400
Have 0 Steps	80072E960000

Dave Mirra BMX: Maximum Remix

Unlock Levels - DM	300832F80015
Unlock Costumes - DM	300832F90005
Unlock Bikes - DM	300832FA0005
Unlock Levels - RN	300835580015
Unlock Costumes - RN	300835590005
Unlock Bikes - RN	3008355A0005
Unlock Levels - TM	300837B80015
Unlock Costumes - TM	300837B90005

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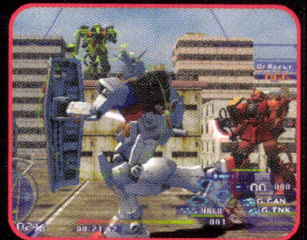
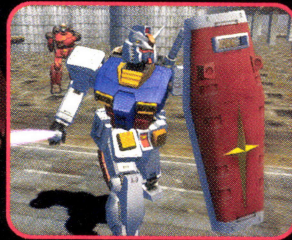
Kick Some Rusty Metal Butt!



PlayStation 2

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Marvel at the detailed battlefield scenes and mobile suits with breathtaking digital graphics as seen in the movies! Experience firsthand the thrill of guiding your allies in their mission to conquer the enemy in mobile suit warfare. Relive scenes from the TV series or implement your own battle strategies to create whole new story lines.



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GameShark Codes

Continued from Page 34

Unlock All Levels-KR	8005EE580063 8005EE5CFFFF 8005EE5EFFFF 8005EE60FFFF 8005EE62FFFF 8005EE64FFFF
Unlock All Levels-ST	8005EE900063 8005EE94FFFF 8005EE96FFFF 8005EE98FFFF 8005EE9AFFFF 8005EE9CFFFF
Unlock All Bikes-MH	8005ED3600FF
Unlock All Bikes-ME	8005ED6E00FF
Unlock All Bikes-CN	8005EDA600FF
Unlock All Bikes-JK	8005EDDE00FF
Unlock All Bikes-RT	8005EE1600FF
Unlock All Bikes-DM	8005EE4E00FF
Unlock All Bikes-KR	8005EE8600FF
Unlock All Bikes-ST	8005EEBE00FF
Max Stats-MH	8005ED380A0A 8005ED3A0A0A 8005ED3C0A0A 8005ED3E0A0A 8005ED700A0A 8005ED720A0A 8005ED740A0A 8005ED760A0A
Max Stats-CN	8005EDA80A0A 8005EDA0A0A 8005EDAC0A0A 8005EDAE0A0A 8005EDE00A0A 8005EDE20A0A 8005EDE40A0A 8005EDE60A0A
Max Stats-JK	8005EE180A0A 8005EE1A0A0A 8005EE1C0A0A 8005EE1E0A0A 8005EE500A0A 8005EE520A0A 8005EE540A0A 8005EE560A0A
Max Stats-KR	8005EE880A0A 8005EE8A0A0A 8005EE8C0A0A 8005EE8E0A0A 8005EEC00A0A 8005EEC20A0A 8005EEC40A0A 8005EEC60A0A
Max Stats-ST	8005EEC80A0A 8005EECA0A0A 8005EECC0A0A 8005EECE0A0A
Bal. Spec. Grind Meter, Big Air	80026F80090A
Bal. Spec. Grind Meter, Moon Jump	80026F80090F

MLB 2002

Away Team Scores 50	3001D4940032
Away Team Scores 0	3001D4940000
Home Team Scores 50	3001D4530032
Home Team Scores 0	3001D4530000
Infinite Creation Points	D31D72200000 801D722003E7
Always First Inning	800BB8C00001
1 Out Per Inning	D00BB8D40001 800BB8D40003
2 Out Per Inning	D00BB8D40002 800BB8D40003
1 Ball For Walk	D00BB8D80001 800BB8D80004
Never Strike Out	800BB8D60000
1 Strike And Your Out	D00BB8D60001 800BB8D60003
1 Strike And You Walk	D00BB8D60001 800BB8D80004

Team Big Heads: 2, 0, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
No Play Selection (2P must agree): 1, 1, 5, Left.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-up Speed (2P must agree): 4, 0, 4, Left.
Hyper Blitz (2P must agree): 5, 5, 5, Up.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Deranged Blitz Mode (1P game only): 2, 1, 2, Down.
Ultra Hard Mode (1P game only): 3, 2, 3, Up.
Super Passing Mode (2P game only): 4, 2, 3, Right.
Super Blitz Mode (2P game only): 4, 4, 4, Up.
Tournament Mode (2P game only): 1, 1, 1, Down.
Always Quarterback (2P teammate required): 2, 2, 2, Left.
Always Receiver (2P teammate required): 2, 2, 2, Right.
Baseball Stadium: 5, 0, 2, Left.
Round Snow Stadium: 5, 0, 3, Up.
Astro Turf Field: 3, 0, 1, Up.
Ice Field: 3, 0, 2, Up.
Snow Field: 3, 0, 3, Up.
Blitz Grass Field: 3, 0, 0, Up.
Dirt Field: 3, 0, 4, Up.
Snow: 5, 2, 5, Down.
Clear Weather: 2, 1, 2, Left.
Rain: 5, 5, 5, Right.
49ers Playbook: 1, 5, 1, Left.
Bears Playbook: 1, 1, 0, Left.
Bengals Playbook: 1, 1, 2, Left.
Bills Playbook: 1, 0, 4, Left.
Broncos Playbook: 1, 1, 5, Right.
Browns Playbook: 1, 1, 3, Left.
Buccaneers Playbook: 1, 5, 4, Left.
Cardinals Playbook: 1, 0, 1, Left.
Chargers Playbook: 1, 4, 5, Left.
Chiefs Playbook: 1, 2, 5, Left.
Colts Playbook: 1, 2, 3, Up.
Cowboys Playbook: 1, 1, 4, Left.
Dolphins Playbook: 1, 3, 1, Left.
Eagles Playbook: 1, 4, 3, Left.
Falcons Playbook: 1, 0, 2, Left.
Giants Playbook: 1, 3, 5, Left.
Jaguars Playbook: 1, 2, 4, Left.
Jets Playbook: 1, 4, 1, Left.
Lions Playbook: 1, 2, 1, Left.
Packers Playbook: 1, 2, 2, Left.
Panthers Playbook: 1, 0, 5, Left.
Patriots Playbook: 1, 3, 3, Left.
Raiders Playbook: 1, 4, 2, Left.
Rams Playbook: 1, 5, 3, Left.
Ravens Playbook: 1, 0, 3, Left.
Redskins Playbook: 2, 0, 1, Left.
Saints Playbook: 1, 3, 4, Left.
Seahawks Playbook: 1, 5, 2, Left.
Steelers Playbook: 1, 4, 4, Left.
Titans Playbook: 1, 5, 5, Left.
Vikings Playbook: 1, 3, 2, Left.

NGEN Racing

Enter these tricks on the main menu screen.
All Arcade Mode Tracks, Classes and Jets: R1, L1, R1, R2, L2, R2, L2, L1.
NGEN Mode Extra Jets: R1, R2, L1, L2, L2, L1, R2, R1.
400,000,000 Credits: R2, L2, R2, L1, R2, R1, R2, L1.

Power Strike: Pro Beach Volleyball

Every Court Available: On the main menu screen, highlight "Options." Then press

Square, Triangle, Circle, Triangle, Square. You will hear a sound. Now all the courts will be available.

Rainbow Six: Rogue Spear

Go to the main menu screen and choose Campaign. After the game searches for memory cards and doesn't find any, it will prompt you with a password screen. Enter this code to acquire a selection of starting levels. (You must not have any memory cards inside the PlayStation while doing this code.)
Mission Select: P8H!H!P8P?H!?

Simpsons Wrestling, The

Bonus Match Up: At the title screen where it says, "Press Start," press Up, Up, Down, Down, Left, Right, Left, Right. You will hear a bell and see "Bonus Match On" appear at the top of the screen when the code is entered correctly. On the main menu screen, you will see a new option called "Bonus Match Up." Choose this option and you will be able to fight in any ring with any character in the game. (Note: On the Itchy 'n' Scratchy level, you can only fight with Itchy and Scratchy.)

Spec Ops: Ranger Elite

Invulnerability: From the main menu screen, choose a One Player Game. On the "Sign In" screen, enter your name as ROCKSTAR. In the middle of the game, press START to pause. Turn the Invulnerable option to "On" and resume the game. This will protect you from all gunfire and explosions in the game.

Scarlet Spider Costume: LETTER S

Amazing Bagman Costume: AMZBGMAN

Peter Parker Costume: MJS STUD

Quick Change Costume: ALMSTPKR

Unlock J. James Jewett: RULUR

Full Health: DCSTUR

Big Heads: DULUX

Debug Info: LLADNEK

Everything: EEL NATS

No Naughty Words: Enter a "naughty" word for a cheat password and Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Star Wars: Demolition

On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as one of these shown below to automatically be taken to a sequence of cinematics. Press X to get past the cinematics you don't want to see.

Unlock Winner FMVs: MOVIE SHOW

Unlock Loser FMVs: SAD MOVIES

Hidden Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as WATTO_SHOP and then press X to accept it. Now go back to the main menu and choose a one or two player game. Choose your Arena and on the Choose Contestant screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.

Mat Hoffman's Pro BMX

First, begin a new career. In the middle of the game, press START to pause, then press and hold the L1 button. While holding it, press any of these button combinations to get the results shown.

Special Bar Always Full: Left, Down, Triangle, Circle, Up, Left, Triangle,

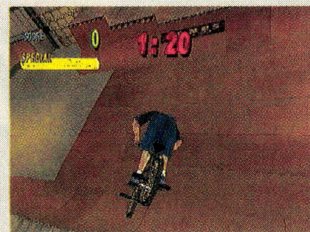
Square.

10X Multiplier: Square, Circle, Circle, Up, Down, Down.

Extra Time: Square, Up, Circle, X.

Fat Tires: Down, Circle, Circle, Down.

Perfect Balance: Square, Left, Up, Right.



Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the "Enter Cheats" screen as shown.

Level Select: XCLSIOR

Invulnerable: RUSTCRST

Webbing: STRUDL

Game Comic Covers: ALLSIXCC

Movie Viewer: WATCH EM

Character Viewer: CVIEW EM

Storyboard Viewer: CGOSSETT

What If Contest: GBHSRSPM

Ben Reilly Costume: BNREILLY

Symbiote Spidey Costume: BLKSPIDR

Spidey 2099 Costume: TWNTYNDN

Captain Universe Costume: S COSMIC

Spidey Unlimited Costume: PARALLEL

Supercross

On the main menu, access the game options. Then move down and access the "Enter Codes" option. Put in these passwords to unlock many different riders, tracks and features as shown.

Tricky the Clown: POLKADOT

MR-34 Robot: METALDUDE

Billy Ray MudMullet:

POSSUMPANCAKES

Happy Smiley: HAVEANICEDAY

Bones: MARROWMAN

Sarcophagus Jones: PYRAMIDScheme

Space Overlord: BUNGAVEE

Harry Bigfoot: MMSQUIRREL

Astro Nut: ONESMALLSTEP

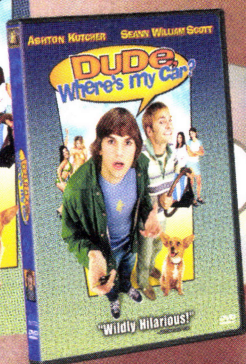
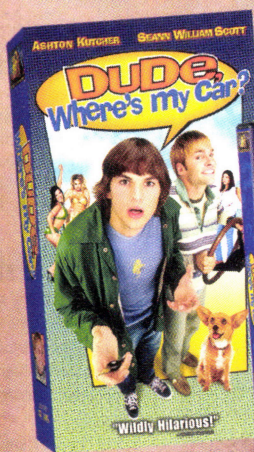
Hot Tub Harvey: HARVEYSAYSRELAX

Moto Samurai: HONORFIRST

Some Guy: WHOSTHAT

Laugh Till It Hurts!

DUDE
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PRODUCTION DESIGNER CHARLES BREEN DIRECTOR OF PHOTOGRAPHY ROBERT STEVENS, ASC PRODUCED BY WAYNE RICE BRODERICK JOHNSON ANDREW KOSOVE GIL NETTER WRITTEN BY PHILIP STARK DIRECTED BY DANNY LEINER



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Crouching Tiger Hidden Dragon

T'ai Fu: Wrath of the Tiger

Debug Menu: Start a game and finish any level to access the "Map" screen. While there, press SELECT+L1+L2+R1+R2 to open the Debug Mode. Now you can choose any starting level in the game!

Enable Cheat: This code enables all of the following gameplay cheats: R2, Triangle, R2, Triangle, Circle, X, Square. Note: Cheats are to be entered quickly at any time during gameplay (don't pause the game).

Full Chi Bar: R2, Triangle, R2, Left, Right, Square.
Invincibility: R2, Triangle, R2, Left, Right, R2.

Huge Enemies: R2, Triangle, R2, Left, Right, Up.

Half Size Enemies: R2, Triangle, R2, Left, Right, Down.

Nine Lives: R2, Triangle, R2, Left, Right, X.

All Fighting Styles: R2, Triangle, R2, Left, Right, Triangle.

Full Health: R2, Triangle, R2, Left, Right, Circle.

Spyro 2: Ripto's Rage

In the middle of the game, press START to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.

Parappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.

All Abilities: Circle, Circle, Circle, Circle, Square.

View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Spyro: Year of the Dragon

In the middle of the game, press START to pause. Then enter any one of these codes for the results shown.

Spyro's Huge Head: Up, R1, Up, R1, Up, R1, Circle, Circle, Circle, Circle.

Flat Spyro: Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle.

More Hit Points: Circle, R1, Circle, L1, Circle, R2, Circle, L2, Circle.

Easier Game: Circle, Square, Right, Left, Right, Square, Circle, X.

Harder Game: Circle, Square, Right, Left, Right, Square, Circle, Square.

Spyro Is Green: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Triangle.

Spyro Is Yellow: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Up.

Spyro Is Blue: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X.

Spyro Is Pink: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Square.

Spyro Is Red: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Circle.

Doctor Invisio: LOOKMANOBODY
TieDye Guy: MELLOWOUT
The King: SIDEBURNS
Smitty Sugarlegs: ENDZONEDANCE
EA Guy: EASPORTSRIDE
Supercross Avenger: TRIPLELEAPER

Agent Albert: PEANUTBUTTER
Bob Page: FORTYFOUR

Brave Scotsman: PLAIDROCKS
David Bailey: IRONMAN

EA Gal: LETSGOEAGAL
The Zombie: LOVESBRAINS

Ecko Rider: WWWECKOCOM
El Luchador: MASKEDMAN

Freedom Fighter: AMERICAN
Johnny O'Marra: 4XUSMXDNCHAMP

Roger DeCoster: 9XBELGIANCHAMP
Spitt Polish: THREEPIECESUIT

Dave Davis: MACK DADDY
Launching Pad Track: OSSFMOGLFM

Washougal Track: WMXPLIBWWA
Riverbed Track: OTRATTWTGHWG

FMF Championship Series:
NEEDNEWEXHAUST

Emries Freestyle Games:
SHOESANDTRICKS

Parts Unlimited Championship Series:
SANDBOLTS

Wrenchhead Championship Series:
SUPPLIESONLINE

Scott Championship Series:
THROWMEGOGGLES

Parts Unlimited Championship Series:
SANDBOLTS

Invisible Bikes: NOBIKES
Joke Riders: JOKERIDERS

Exploding Text (Freestyle only): EXPLODE
Unlimited Power Clutch:

UNLIMITEDPC
Invisible Riders: NORIDERS

Your Own Weakness: I AM WEAK
Short Track Fences: LOFENCES

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage: From the stage select screen, hold Square+Circle+Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2. **Unlock All Items:** On the "Items" screen,

Muppet Monster Adventure

On the main menu screen, press the following button combinations for the results as shown.

Main Menu Stage Select: R2, R2, R2, R2, R1, L1, L1, L1, R1, R2. The stage select will appear on the main menu screen under the Gallery option.



Level Select: Up, Up, Square, Down, Down, Circle, Left, Square, Right, Circle. Start a new game and all the levels will be open.

All Gallery Items Open: Square, Left, Circle, Right, Down, Up, Square, Down, Circle, Down.



press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1: On the "Items" screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy: Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru: From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, Select.

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Low Gravity: X, Square, Left, Up, Down, Up, Square, Triangle.

Slow Motion Tricks: Circle, Up, Triangle, Square, X, Triangle, Circle.

Wire Frames: Down, Circle, Right, Up, Square, Triangle.

No Texture Maps: Down, Down, Up, Square, Triangle, Up, Right.

Flashing Ramps: Down, Up, Square, Circle, Up, Left, Up, X. Once you do a successful trick off a ramp, it will start flashing.

Real Physics: Circle, Right, Up, Left, Triangle, Circle, Right, Up, Down.

Floating Skater: From the main menu screen, press and hold the L1 button. While holding it, press Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press X to jump and then hold X in the air to start rising up! Hold Triangle to hover above the ground. Use L1 and R1 to strafe left and right. Use L2 and R2 to turn completely around. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press X and then hold X again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Upon landing, your score will be tallied.

Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.

Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.

No Blood: Right, Up, Square, Triangle.

Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Obese Skater: X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.

Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game!

Triple Play 2001

Triple Play Dream Team: From the main menu screen, choose Big League Challenge. When you get to the player select screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.

Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.

Unlimited Specials: Triangle, L1, Down, Triangle, Up.

Only Pick Up Napalms: Right, Left, R1, Right, Circle.

CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinematics and behind-the-scenes footage!

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Game Boy

102 Dalmations: Puppies to the Rescue

On the main menu screen, access the password option. Enter any of the codes below to get to new levels.

Garage: Bone, Bone, Paw, Toy Tank.
Cafeteria: Domino, Bone, Key, Paw.
Cruella!: Toy, Bone, Bone, Bone.

Action Man: Search for Base X

Every Stage Open: Go to the password screen from the main menu and enter 7!B! to access all of the stages in the game.

Army Men 2

All Missions Opened: On the main menu, choose "Password" and then put in Helicopter, Jeep, Grenade, Rifle. This will open up all of the Field and Assault Missions in the game.



Army Men: Air Combat

On the main menu, press Down until the Password option appears. Now put in the following symbols to access these levels.

Mission 2: Box, Cross Medal, Box, Box.
Mission 3: Bullet, Bullet, Bullet, Cross Medal.
Mission 4: Stripes, Bullet, Box, Box.
Mission 5: Cross Medal, Stripes, Cross Medal, Bullet.
Mission 6: Helmet, Bullet, Stripes, Helmet.
Mission 7: Box, Cross Medal, Bullet, Cross Medal.
Mission 8: Bullet, Stripes, Cross Medal, Helmet.
Mission 9: Stripes, Stripes, Bullet, Bullet.
Mission 10: Cross Medal, Helmet, Cross Medal, Helmet.
Mission 11: Helmet, Stripes, Cross Medal, Helmet.
Mission 12: Box, Cross Medal, Stripes, Stripes.
Mission 13: Bullet, Cross Medal, Helmet, Helmet.
Mission 14: Stripes, Cross Medal, Box, Stripes.
Mission 15: Cross Medal, Box, Stripes, Helmet.
Mission 16: Helmet, Cross Medal, Bullet, Stripes.

Asteroids

Enter the following codes on the "Password" screen.

Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone.

Press A to toggle invulnerability.)
Get the Excalibur Ship: PROJECTX
Unlock Classic Mode: QRTREATR

Blade

From the main menu, access the Password option, then enter this code to see the ending cinema and credits.

Ending Cinema Password: 8T!IN?BJT?530

Blaster Master: Enemy Below

Press START at the title screen and then access the "Password" option. Enter one of the level codes that are listed below in order to begin each stage with 99 homing missiles and thunder guns.

Stage 1: l202G7KV
Stage 2: M6P3H7Ko
Stage 3: M7O3H7K1
Stage 4: M7P3H7K2
Stage 5: N6O3H7KA
Stage 6: N6P3H7KB
Stage 7: N7O3H7KC
Stage 8: N7P3H7KD

Buffy the Vampire Slayer

Enter these level codes for access to each stage in the game.

Graveyard: 3NKFZ8
Alley: 9MD1WV
Sewers: XTN4F7
Zoo: 5BVPL2
Mansion: 9D6FoS
Initiative: TSCNB4
Caverns: CSJTQZ
Hellmouth: BNPXZ9
Ending: GH9MRY

Buzz Lightyear of Star Command

From the main menu, access the "Password" option and enter these codes for new levels.

Level 2: CVVBB
Level 3: XBVB
Level 4: YVVB
Level 5: GBVBB
Level 6: HVVB
Level 7: 3VB
Level 8: 4VVB
Level 9: LBVB
Level 10: MVVB
Level 11: 7VB
Level 12: 8VB

Caterpillar Construction Zone

Stage Select: On the title screen, move down to Continue and access it. Now put in your password as BG6S and press the "Done" option. Now you will be in the game. Press START and access the "Passwords" option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you will automatically begin there.

Chase H.Q.: Secret Police

Level Password: Enter MMQG at the password screen. This will give you access to any level up to 10. Just scroll Left to access the previous levels.

Chicken Run

Go to the "Password" option. Put in any of the codes for these results. After you enter any of these passwords, press A and you will hear a sound. You can then enter any of the other passwords as well to combine the codes.

Stage Skip: Oval, Triangle, Circle, Rectangle.
Unlimited Time: Diamond, Oval, Cross, Crown.

Unlimited Corn: Triangle, Triangle, Eagle, Circle.

No Alarms: Crown, Circle, Oval, Triangle.

Level 2: Circle, Cross, Crown, Eagle.

Level 3: Diamond, Eagle, Oval, Circle.

Level 4: Cross, Eagle, Circle, Circle.

Level 5: Crown, Diamond, Crown, Oval.

Level 6: Triangle, Diamond, Cross, Rectangle.

Level 7: Oval, Triangle, Cross, Circle.

Level 8: Diamond, Rectangle, Cross, Crown.

Level 9: Oval, Triangle, Eagle, Diamond.

Level 10: Circle, Eagle, Cross, Eagle.

Level 11: Rectangle, Cross, Rectangle, Diamond.

Level 12: Eagle, Diamond, Cross, Triangle.

Level 13: Rectangle, Cross, Eagle, Eagle.

Level 14: Triangle, Crown, Triangle, Triangle.

Level 15: Circle, Crown, Cross, Oval.

Level 16: Triangle, Rectangle, Eagle, Eagle.

Level 17: Circle, Rectangle, Triangle, Diamond.

Level 18: Crown, Triangle, Diamond, Rectangle.

Level 19: Cross, Rectangle, Rectangle, Crown.

Level 20: Rectangle, Diamond, Triangle, Eagle.

Level 21: Crown, Triangle, Cross, Rectangle.

Level 22: Oval, Cross, Crown, Cross.

Level 23: Crown, Rectangle, Cross, Oval.

Level 24: Oval, Diamond, Triangle, Diamond.

Croc

Open All Levels: On the main menu screen, access the "Password" option. Now enter PQHPBFDHJB to get access to all levels, but no pickups.

Dave Mirra Freestyle BMX

All Goals and Trophies: On the main menu, access the "Password" option. Put in your password as R6KZBS7L1CTQMH to complete all goals and open all the locked levels.

Donald Duck: Goin' "Qu@ckers"

Level Passwords: On the main menu screen, choose the "Continue" option. Now enter any of the passwords as shown to advance to that level.

Level 1-2: YMPHTM9

Level 1-3: VNQJVPY

Level 1-4: 2ZSLXSW

Level 1-5: PWYR3XD

Level 2-1: 1KC71PL

Boss Tip (Level 1-5): Jump onto the beehive right before the bear gets underneath it. Watch for bees coming out of the hive. If you wait too long, the bear will stomp the ground and let out more bees. Once you feed the bear honey enough times, he will fall asleep.

Duke Nukem

Enter the following codes on the title screen when "Press Start" is flashing.

Invincibility: Up, Down, Down, Left, Right, Left, Up, Up.

Level Select: Left, Right, Up, Up, Down, Up, Right, Left.

Ghosts 'N Goblins

From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.

Final Boss: N8C(Heart Icon)K4oN

Godzilla: The Series

On the main menu screen, choose "Password" and enter any of the following codes.

Level 2: NCFRGJBBK

Level 3: DMTFLSBFQM

Army Men: Sarge's Heroes 2

Mission 2 Complete: C1F6Q3TP

Mission 3 Complete: V4R2B1JK

Mission 4 Complete: X6K2L1KT

Mission 5 Complete: S5H8L2RG

Mission 6 Complete: Y2C3T6BF

Mission 7 Complete: F1C4P9VP

Mission 8 Complete: VJC2PFHC

Mission 9 Complete: W3S4C75S

Mission 10 Complete: M8R2X4LS

Mission 11 Complete: KBHD4V1D

Mission 12 Complete: 14NN6168

Mission 13 Complete: PD01S4N5

Mission 14 Complete: BOT7V9CK

Mission 15 Complete: BDD61977

Mission 16 Complete: K4TLCC11

Mission 17 Complete: S6P8D2KG

Mission 18 Complete: 77N5Y14N

Mission 19 Complete: Y2K4X8TP

Mission 20 Complete: 825VN1N6

Mission 21 Complete: KF1HJGCO

Mission 22 Complete: T3F8ROZY

Mission 23 Complete: Y7C8R2NO

Mission 24 Complete: XW3L7B26

Mission 25 Complete: C2X3Q5TC

Mission 26 Complete: LV75HRR9

Mission 27 Complete: D2K7POS4

Mission 28 Complete: H4KXJ68D

Mission 29 Complete: 1NSY1912

Mission 30 Complete: JYMCBB01





The Jungle Book: Mowgli's Wild Adventure

Level Select: From the main menu, choose "Continue" and then enter BMHG as the password. Next, press START and you will then be taken to



the level map of the game. Here, you can choose from any level, including the Extra levels.



Level 4: PKDJMPLNPS
Level 5: KDQLHRNDNCN

Level 6: DQSPCFPFJR

Full Power on Last Level: DMJMBJRFFR

Stage 2: Red, Yellow, Orange, Yellow, Brown, Blue.

Stage 3: Brown, Green, Red, Blue, Orange, Blue.

Hot Wheels: Stunt Track Driver

All Vehicles and Levels: On the main menu screen, select the "Password" option and enter Down, Left, Up, A, Down, Right.

Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter Taz, Elmer Fudd, Daffy Duck. While playing the game, press START to pause then press SELECT to skip to the next level.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.

Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.

Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

M&M's Minis Madness

On the main menu, access the "Enter Password" option and change the colors to match the passwords shown here.

LEVEL 1

Stage 2: Yellow, Red, Blue, Blue, Green, Blue.

Stage 3: Green, Blue, Yellow, Red, Yellow, Yellow.

LEVEL 2

Stage 1: Green, Blue, Green, Red, Green, Yellow.

The Legend of Zelda: Oracle of Seasons

Hidden Game Boy Advance Area:

Using a Game Boy Advance to play this game will gain you access to a new area. In Horon Village, go to the house of the "Know-it-all birds" and the door to the right will be open. Go inside the door and you will enter the 100 Rupee Advance Shop. Everything inside costs 100 rupees. The items



include a Gasha Seed, Advance Ring and a Magical Ring.

Chicken Attack: The old chicken attack trick works with this game. Start slashing a chicken with your sword. Continue doing this and you will get a barrage of chickens attacking you! Remove yourself from the area to stop the chickens.



Pass Through Doors: SUNSHINE

Mr. Nutz

The following codes are entered as passwords.
Journey Skip: NNSTTR (In the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level!)

Adventure Park Level: DDMNPN

Living Room Level: NNRRGG

Volcano Underpass Level: CCLLR

Mean Streets Level: JJMPPR

Ice Scream Level: SWWTCH

NFL Blitz

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.

No Fumbles: START, START, START, START, B, B, A, A, A, Down.

Infinite Turbos: START, START, START, START, START, B, A, A, A, Up.

Night Game: START, START, B, B, A, A, Right.

No Pointer: START, START, START, B, B, B, A, A, A, Left.

Invisible Receiver: START, START, START, START, B, B, B, A, A, A, Up.

Pac-Man: Special Color Edition

Pac-Attack Level Codes: Press START on the title screen. Now move down and choose Pac-Attack. On the Pac-Attack title screen, move down and access Puzzle Mode. On the Puzzle Mode main menu screen, choose Password. Now you can enter any of these level codes.

Level 2: HNM

Level 3: KST

Level 4: TRT

Level 5: MYX

Level 6: KHL

Level 7: RTS

Level 8: SKB

Level 9: HNT

Level 10: SRY

Pokémon Gold/Silver

Duplicate Pokémon and Items: WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION! First, you must decide on the Pokémon and item you want to clone. At any time during the game, press START and access the "Pokémon" option. Choose the Pokémon you want to clone and make it hold and item that you also want to clone (such as a Master Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press START. Move down the menu and access the "Save" option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding

GameShark Codes

Batman: Chaos in Gotham

Infinite Health	0105E3C3
Infinite Lives	0105E4C3
Max Weapons	0106C5C3
Float In Air!	910EF0C0

Commander Keen

Infinite Lives	916334C9
Infinite Continues	91633DC9
Max Score	917F35C9
	919636C9
	919837C9
Have All Keys	91FF95C9
Have All 3 Crystals	91FF3AC9
	91FF3BC9

Dragon Dance

Always Full Size Dragon	91051AC8
Always Have Rain Powerup Available	911021C8
Have Windmill Powerup	911521C8
Always Have Leaf	912021C8

Grand Theft Auto 2

Infinite Health	010577D6
Have All Weapons	01FFA0D6
Infinite Pistol Ammo	015088D6
Infinite S.Gun Ammo	01508CD6
Infinite Uzi Ammo	01508ED6
Infinite Cocktails	015090D6
Infinite Ethrower Ammo	015094D6
Infinite M.Gun Ammo	015096D6
Infinite Rockets	015092D6
Max Cash	9199A3D6
	9199A5D6
	9199A7D6

Legend of Zelda: Oracle of Ages

Max Health	9140AAC6
Infinite Health	9140ABC6
Invincible	91152BD0
Have Master Sword	9103B2C6
Have All Secondary Items	91FF9FC6
	91FFA0C6
	91FFA1C6
	91FFA2C6
	91FFA3C6
	91FFA4C6
	91FFA5C6
Have All Essences Of Ages	91FFBFC6
Infinite Rupees	9109AEC6
	9199ADC6

Legend of Zelda: Oracle of Seasons

Have All Essences Of Nature	91FFBBC6
Have All Secondary Items	91FF96C6
	91FF97C6
	91FF98C6
	91FF99C6
	91FF9AC6
	91FF9BC6
	91FF9CC6
Infinite Rupees	9199A5C6
	9109A6C6
Infinite Health	910FA2C6
Infinite Ore(in Subrosia)	9199A7C6
	9109A8C6
Have Rod of Seasons and all 4 powers	918FB0C6

Legend of Zelda: Link's Awakening

Fly	010046C1
Invisible	010045C1
Transparency	010045C1
	010035C1

Continued on Page 42

GameShark Codes

Continued from Page 41

Have Tail Key	010111DB
Have Angler Key	010112DB
Have Face Key	010113DB
Have Bird Key	010114DB
Have Slime Key	010115DB
Have Nightmare Key	0101CFDB
Have Secret Medicine	0101ODDB
Have Map	0101CCDB
Have Compass	0101CDDb
Have Stone Beak	0101CEDB
Have Magnifying Glass	010E0EDB

Magi-Nation

1st DC Max Energy	97FFBD01
2nd DC Max Energy	97FF4D1
3rd DC Max Energy	97FF2BD2
4th DC Max Energy	97FF86D1

Mat Hoffman's Pro BMX

Stop Timer	9109BDCC
Max Super Meter	9138D1CC
Have All Covers	911E62CA
Have All Medals	910663CA
Enable Jump (Star Level)	910980CC
One Letter Needed To Win	91056CCB
	91056DCB
One Star Needed To Win	91096DCB
Max Score	910984CC
	910985CC
	910986CC
	910987CC
	910988CC
	910989CC

Mummy Returns

Infinite Health	943FD2D0
Infinite Ammo	9163DACE
One Hit Enemy Kills!	940063D0
1st Person View: Inf. Health	943F21D0
1st Person View: Stop Timer	91BFD1CF
Never Reload	910628C2

Power Rangers: Time Force

Inf. Health Green Ranger	9206BBD4
Inf. Energy Green Ranger	9214C0D4
Inf. Health Yellow Ranger	9206B9D4
Inf. Energy Yellow Ranger	9214BED4
Inf. Health Pink Ranger	9204BAD4
Inf. Energy Pink Ranger	9214BFD4
Inf. Health Red Ranger	9206B7D4
Inf. Energy Red Ranger	9214BCD4
Inf. Health Blue Ranger	9206B8D4
Inf. Energy Blue Ranger	9214BD4D
Stop Timer	9200B4D4
Infinite Lives	9109FCC5
Ammo (Mini-Boss Level)	9405BBD0
One Hit Enemy Kills (Megazord)	94000FD0
Infinite Health (Megazord)	943B0ED0

Snoopy Tennis

P1 Max Score	910926C3
	910927C3
	910928C3
P2 Max Score	910929C3
	91092AC3
	91092BC3
P2 Score 0	910029C3
	91002AC3
	91002BC3
Unlock All Characters	910BCAC4
	910ACCC4
	9100B9C4
Unlock All Levels	9100BAC4
	9100BBC4
	9100BCC4

will be cloned inside the box, and still in your party! You can clone up to 5 Pokémon and items at one time by doing this trick.

Pokémon Puzzle Challenge

New Options: On the options screen, hold SELECT and press the A button. Seven new options will appear beneath the Gallery option.

Super-Hard Difficulty: Go to the 1 Player mode and choose Challenge. Highlight the Hard difficulty level and hold the SELECT button. While holding it, press A. S-Hard will appear beneath the Easy option.

Intense Difficulty: Go to the 1 Player mode and choose Challenge. While highlighting the S-Hard difficulty level, hold SELECT and press the A button. Intense will appear underneath the Normal option.

Rampage 2: Universal Tour

On the main menu screen, highlight and enter the "Password" option, then enter one of the following codes.

Play as Lizzie: S4VRS4560.
Play as George: SM14N1230.
Play as Ralph: LVPVS7890.
Play as Myukus: NoT3T3210.

Rayman

Pause in the middle of the game and then enter one of the following codes.

99 Lives: Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.
World Map: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.

All Powers Available: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.

Gain Back Energy: B, Right, A, Up, B, Left, A, Down, B, Right.

Ready 2 Rumble Boxing

On the main menu screen, enter any of these codes while highlighting Arcade Mode.

Unlock Kemo Claw: Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.
Unlock Nat Daddy: Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.

Unlock Damien Black: Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

Rugrats: Time Travelers

On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.

North Wing: CQKQJFSS
East Wing: CRVWLJNG
South Wing: PLVYPFNS
West Wing: TQYBQXFS

The Simpsons: Night of the Living Treehouse of Horror

From the main menu, access the password option. Now put in any of these codes to get to new levels in the game.

Stage 2: LYTPJTQWBKQ
Stage 3: SKCFKPTJFSJ
Stage 4: GFTFSRTNWQC
Stage 5: WSQJLTFYWK
Stage 6: NPKYGBKTFWQ
Stage 7: XQRJFWRBTWP

Snoopy Tennis

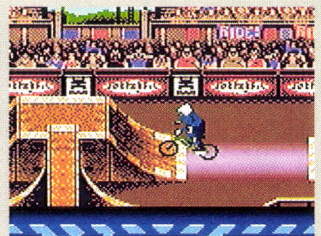
Unlock Everything: Go to the password option and put in FFWJ as your code to unlock all characters and courts in the game.

Road Champs: BXS Stunt Biking

Every Mode Available: On the password screen, put in QGF7 and all of the modes will be available on the main menu screen.



Most Areas Available: Put in SBPN on the password screen. This unlocks most of the areas in Training, Career and Single Run.



Space Invaders

Classic Space Invaders: CLSS1281999DBM

Mars Level 46: ?WZ4VCLN4W81V?

Jupiter Level 61: RSSN3QJ78?GJMC

Saturn Level 76: WSPZMSO8N?H8NF

Uranus Level 91: CV1?QWKJ3X8R5

Neptune Level 106: HV27RW1G3YOR7

Pluto Level 121: MV7HRLCHS3ZSR9

Spider-Man

From the main menu, choose "Continue" and enter these passwords as shown.

Venom Conquered: GVCBF

Lizard Man Conquered: QVCLF

The Lab: G-FGN

Star Wars Episode 1: Racer

Boost Start: First, start a race. As the count-down begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold A. If your timing is correct, you will get a boost ahead of the other racer. The timing is tricky, so keep trying if you miss it the first time.

Star Wars Episode 1: Obi Wan's Adventures

On the main menu screen, access the Password option. On the password screen, enter any of the codes listed to go to that level.

The Trade Federation Landing Craft: BQVQK

The Naboo Swamp: WNLRM

Naboo Swamp & Sacred Place: SDGNK

Coruscant: CNLML

The Catacombs of Theed: BXGTG

The Streets of Theed: QSRVJ

Queen Amidala's Palace: TKGJZ

The Final Battle: LPZCP

Super Mario Bros. Deluxe

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.

Tarzan

Level Passwords:

3-1: Vertical Lines, Vertical Lines, Maze, Swirl.

4-1: X, Moon, Up/Down Arrows, Cross.

5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.

6-1: Swirl, Maze, Cross, Up/Down Arrows.

Toy Story Racer

Final Level Code and Quick Race Level

Select: From the main menu, choose the "Restore" option and put in these symbols to get to the showdown level at Andy's and Sid's House: Toy Cube, Falling Star, Rocket Rocket, Ball with Star, Spiral. Also, if you exit the game or complete the level, go back to the main menu screen and choose the "Quick Race" option. Now you will be able to select any level in this mode!

Turok 3: Shadow of Oblivion

On the title screen, highlight and enter the options. Access the "Password" option and enter any of these codes for the results shown.

Level Skip: XCDSDFS (Pause the game and press Left or Right to change levels. Press the SELECT button to go to that level.)

Infinite Lives: FJVHDKC

Xtreme Sports

Debug Menu: On the main menu screen, press Left, Left, Left, Left, Left, Up, Up, Up, Up, Right, Right, Right, Right, Right, Down, Down, Down, Down, Down, SELECT, SELECT, SELECT, SELECT. A debug menu will appear where you can choose from various events, a scrapbook and sound test!

400 Medals: From the main menu, choose New Game. Choose Guppi or Fin and go to the Sign-In Booth. Put in your name as xyzy (all lower-case). Exit the booth and then hold the A button and press SELECT. Now press START. You will have 400 medals!

Ending: From the main menu, choose New Game. Choose Guppi or Fin and go to the Sign-In Booth. Put in your name as staff (all lower-case). Exit the booth and go left to the snack shop. Enter the shop and you will be taken to the ending and credit screens, where you can play the level while you go through the credits.

Zelda: Link's Awakening DX

Alternate Music: To change the background music at the file selection screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.



Game Boy Advance

Castlevania: Circle of the Moon

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode: Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode: Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode: Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode: Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

Earthworm Jim

Level Skip: Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select: Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?: SELECT, R-Shift, B, Down, L-Shift, B.

Down the Tubes: Up, L-Shift, Down, A, R-Shift, A.

Snot a Problem:
R-Shift, Up,
SELECT,
L-Shift,
R-Shift, Left.

Level 5: R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.

For Pete's Sake: Right, Left, R-Shift, L-Shift, A, R-Shift.

Buttville: L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

Iridion 3D

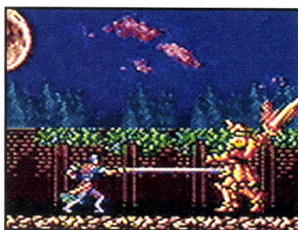
Level and Boss Select: On the title screen, move down until you access the "Password" option. On the password screen, put in the following codes (Make sure to include the * symbols at the beginning and end of the passwords). First, enter *S3L3CT0N* and when you are taken back to the title screen, enter the Password option again and put in *SH0WT1M3* for the second password. You will be automatically taken to the "Options" screen. The last two options will be "Start Level" and "Start at Boss." From here you can start at the beginning of any level, or you can choose a level number and choose to start at the boss of that level. During the game, press SELECT to end the current level and return to the title screen.

Pitfall: The Mayan Adventure

Level Select and Debug: On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. The "Level Select" will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose. While playing, you can exit the current level by pressing START to pause and then pressing SELECT. This will bring you back to the title screen. To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while. You can pick up all needed items in the level this way, without getting hit.

Infinite Continues: Use up all three of your lives in the first level. When the "Continue" screen appears, press B, B, B. The counter will change to "9" and stop counting down.

This will give you an unlimited amount of continues.



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DSD
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THIS MONTH, XG BRINGS YOU THE BEST OF E3



Jet Grind Radio Future

Publisher: Sega

Developer: Smilebit

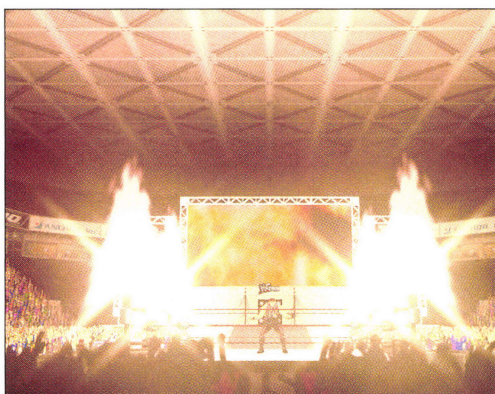
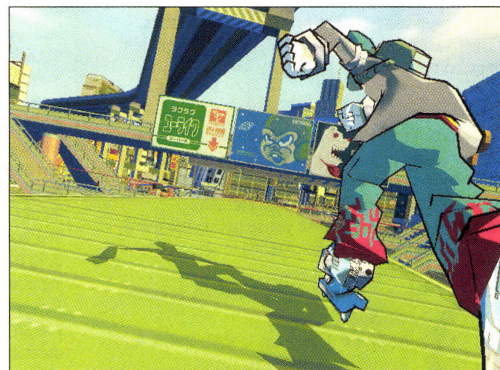
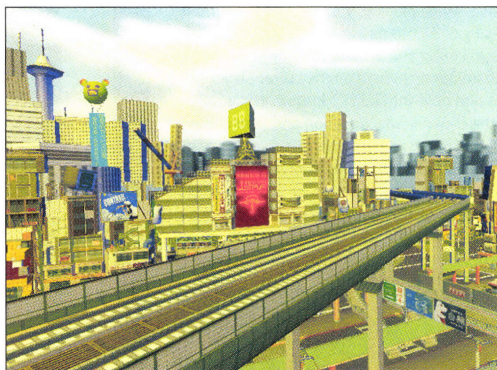
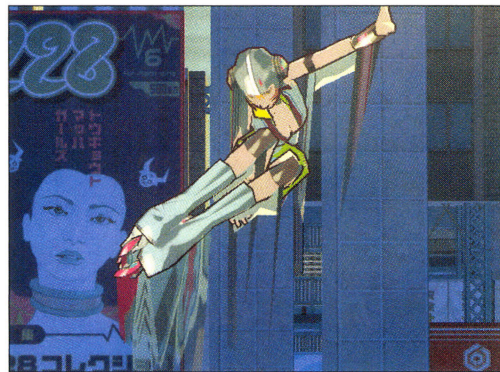
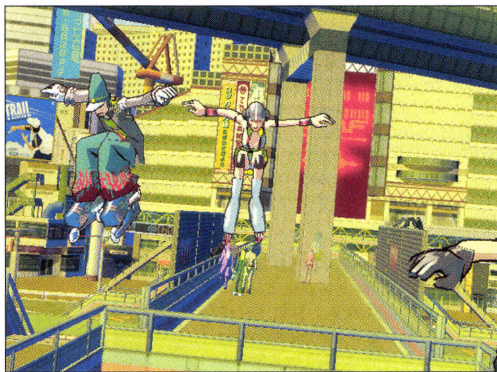
Release Date: TBA

Of all the Xbox games that were shown at E3, Sega's Jet Grind Radio Future was easily the most impressive.

This sequel (surely you're familiar with the original Jet Grind Radio, which popularized the extremely cool cel-shading technique) takes place in the year 2024 and features many of the original cast in new, futuristic garb. Also, although the action still centers around Tokyo, the surroundings are looking quite a bit different.

Jet Grind Radio Future features a higher resolution than its predecessor, and there's a new blurring effect that streaks the screen whenever your skater boosts his speed.

Expect this to be THE game to buy for Microsoft's new machine.



WWF Raw Is War

Publisher: THQ

Developer: Anchor, Inc.

Release Date: TBA

THQ has released some of the best wrestling games ever made, and it looks like it's continuing that proud tradition on the Xbox.

WWF Raw Is War features nearly 40 wrestlers that compete in all the standard matches: Royal Rumble, cage matches, you name it. And, of course, what wrestling game would be complete without an extensive create-a-wrestler mode so the likes of Choppy McChopp and Kicky McKickk can compete? Expect a ton of unlockables and secrets for this one (we're hoping THQ includes The Rock in his Scorpion King guise from *The Mummy Returns*).



PS2 PlayStation 2

Devil May Cry

Publisher: Capcom

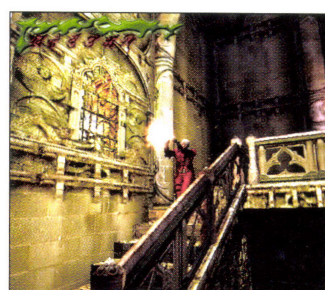
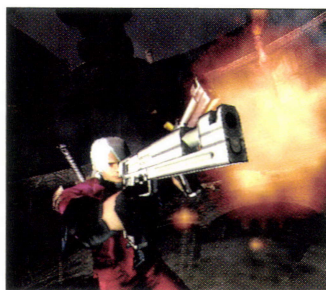
Developer: Capcom

Release Date: Nov. 2001

When we first saw footage of Devil May Cry, we figured that it would be just another variant of the Resident Evil series with demons in place of the standard zombie enemies. Oh my, were we ever wrong.

There's no escaping the fact that the game has a Resident Evil-ish look to it, but Devil May Cry is all about the action. When you're running around with guns a-blazing (with infinite ammo for that action-movie feel), you'll forget all about Resident Evil and its slow-moving zombies and random puzzles. You'll also take notice of the game's 3D environments. The full polygon settings are so detailed we actually mistook them for pre-rendered backgrounds when we saw the first screen shots.

If you can't wait to play this game, get the playable Devil May Cry demo that will be packaged with Resident Evil Code: Veronica X for the PS2.



Kingdom Hearts

Publisher: Square

Developer: Square/Disney

Release Date: Fall 2002

Perhaps one of the strangest titles we've seen in a long, long time is Kingdom Hearts, Square's latest RPG.

Just in case you thought that we messed up the pictures here, no, that really is Donald Duck and Goofy in that big screen shot. And yes, that is a scene from Kingdom Hearts. This game is a joint venture between Square and the good folks at Disney.

We know, it seems like a strange mixture, but it actually looks pretty good in an odd sort of way. The main character is Sora, who teams up with Disney characters on a quest to save the world from the Heartless, evil creatures who have allied themselves with Disney's classic villains.

We swear we're not making this up.



GameCube

Luigi's Mansion

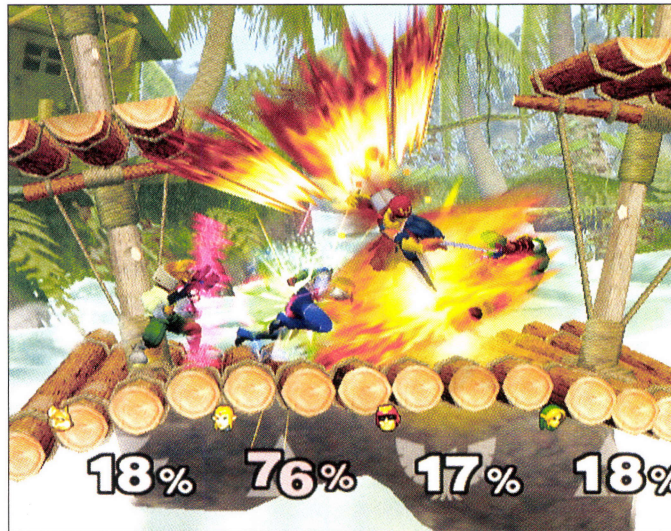
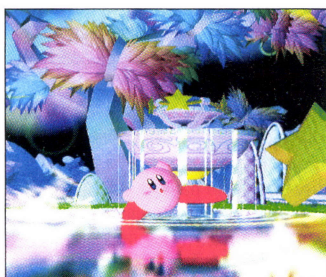
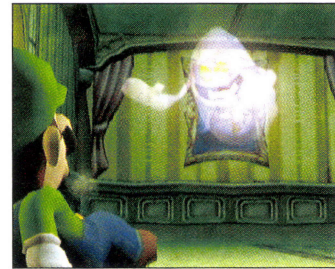
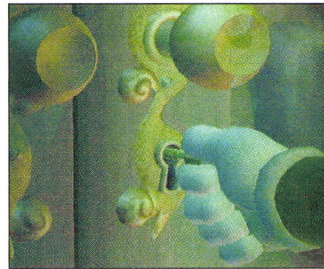
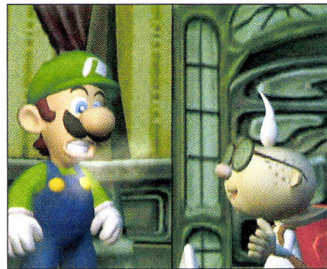
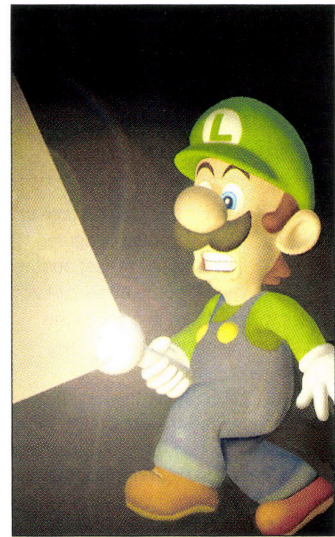
Publisher: Nintendo
Developer: Nintendo
Release Date: Nov. 2001

After spending more than 15 years in his brother's shadow, Luigi has said, "No more!" and is now starring in one of the first GameCube games.

As the standard "Mario launch game" for Nintendo's latest system, Luigi's Mansion has a lot to live up to. Some may scoff at the fact that it doesn't play like a standard Mario game, but we still think that it's going to be a lot of fun.

Instead of a plumber, Luigi is now acting as a wanna-be Ghostbuster, creeping around a gigantic mansion and wiping out all of the ghosts that lurk within. To nab the spirits, you must first stun them with Luigi's flashlight, then suck them up in his mighty vacuum cleaner.

There's a lot to explore, and if it's anything like past "Mario" games, there will be a ton of secrets to uncover. Be sure to pick this game up when the GameCube is finally released.

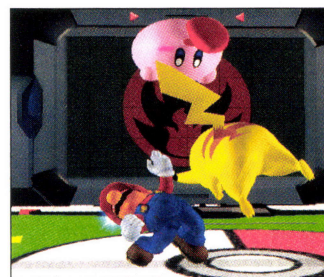
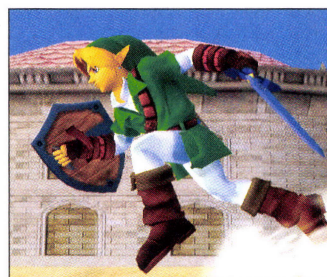


Super Smash Bros. Melee

Publisher: Nintendo
Developer: Nintendo
Release Date: Nov. 2001

Although it certainly isn't a hardcore fighting game, it's hard to deny that the N64's Super Smash Bros. is a heck of a lot of fun. Since the original's release, fans have been clamoring for a sequel, and Nintendo is finally going to deliver.

From what we played, the action is a lot like the original, but this title features more interaction with the environments. Many of the original characters are also going to be returning, but you can expect some newcomers like Princess Peach, Bowser, Ocarina of Time's mysterious Shiek and even the stars of Nintendo's classic NES title, Ice Climber. We also saw an art gallery mode that featured a picture of Pit, the star of Kid Icarus (whether this means he's a hidden character remains to be seen). We can't wait.





Game Boy Advance

Mega Man Battle Network

Publisher: Capcom

Developer: Capcom

Release Date: July 2001

Kids come running for the great taste of Mega Man, so Capcom is bringing a brand new Mega Man game to the Game Boy Advance.

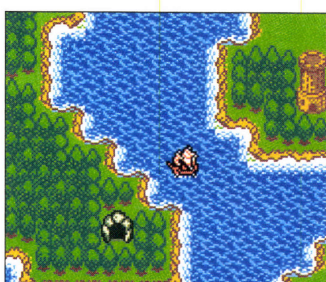
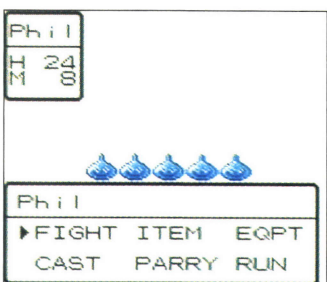
This new game, however, isn't like the Mega Man games of old. Mega Man Battle Network is, believe it or not, an RPG.

Battle Network takes place outside the normal Mega Man universe. Here, Mega Man is a sort of virtual pet who's owned by a boy named Netto. Together, the two must eliminate viruses that are sweeping the 'Net.

A meter tells you when you can unleash an attack on your enemies, and all damage is based on hit points. It's a different type of Mega Man game, but it's still lots of fun.



Game Boy Color



Dragon Warrior III

Publisher: Enix

Developer: Enix

Release Date: July 2001

The Dragon Warrior games (called Dragon Quest in Japan) have always been extremely popular, even back in the days of the NES. Not too long ago, Enix re-released the first two games of the series on the Game Boy, and luckily for us, it's keeping the series going.

This 70-hour epic is one of the biggest Game Boy games ever, and we're sure that the 13 different character classes you can choose from will provide hours of replay value.

This new version is even better than the NES original. Not only are the graphics completely redrawn (and much better looking), but there's also new mini-quests to solve. Even the translation has been rewritten to remain truer to the Japanese original.

Game of the Month

AUGUST 2001



Thus Begins Link's Oracle Adventure



The Legend of Zelda and its elfin hero, Link, are back in a new two-game set on Game Boy Color. Subtitled "Oracle of Ages" and "Oracle of Seasons," the separate chapters give you the power to travel through time or manipulate the seasons, all in an endeavor to save two unrelated damsels from two seemingly unrelated dictators.

Each game in the Oracle series is a classic action-RPG. Oracle of Ages has many mini-games and puzzles, while Oracle of Seasons focuses on combat and dungeon crawling. Regardless of their differences, both chapters feature enough monster-bashing and side journeys to keep your free hours occupied for a long, long time.



Getting Started



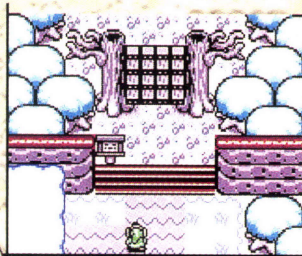
- When you awake, walk right to the clearing and talk to everyone in the troupe, then talk to Din twice.
- After a short cinema a Gale appears and sweeps everyone off. Afterward, an old woman named Impa will tell Link to seek out the Maka Tree.
- Once you're done talking to Impa, you need to find your sword. Head to the beach by walking down, left, left, and down one screen each—take the second right. In the next screen should be a horned door. Welcome to the Hero's Cave.

Inside the Hero's Cave

- Dodge the Keese and go through the door on the right. In the next room, move the block in any direction and go into the upper door. Move the blocks out of your way to progress. At the last set, move the left block down and the right one right.
- In the next room, step on the far right switch to make a chest appear. The chest contains a **small key**. Take it and go back to the room with three doors. Move the block again and go to the bottom door. Use the key on the door to the right. Trip the switch to open the door on the right.
- Go through the door and walk up to get the **Wood Sword**. Link will be transported to the front of the cave.
- Explore the beach if you like, or head back to the village.

Getting the Gnarled Root Key

- Walk to the far eastern section of Horon where there is a large door. Hold down the A button to perform a spinning sword attack, which will open the door. Head up and awaken the Maka Tree by slashing the bubble on its nose. The Tree tells you about Din and asks you to get the **Rod of Seasons**. Eventually, it'll give you the **Gnarled Root Key**. Exit the



village to the north. Go Up, Right, and then get rid of the bushes to continue Up, then Left over a bridge. Walk up to the lock on the island and Link will unlock the Stump Dungeon.



L-2 WHITE SWORD

1 Chicken Book

In the south-east of Horon Village, light the old man's lamp.

2 Egg

In a house North of Horon Village, swap Tarin the Chicken Book for the Egg.

3 Spooky Doll

Bump into Maple the witch, she will trade you a Doll for the Egg.

4 Iron Bowl

Enter the house on Holodrum Prairie to trade the Doll for an Iron Bowl.

5 Lava Soup

The Uura chef in the underworld will fill the Bowl with Lava Soup.

6 Goron Pot

To get the Pot, give Big Goron at the peak of Goron Mountain the Soup.

7 Fish

Ingo in the Water Village will trade a Fish for the Goron Pot.

8 Megaphone

Use the Fish to coax the cat out of the tree north of Horon Village.

9 Mushroom

Awaken Tarin in the Cucco Mountain cave to acquire the Mushroom.

10 Wooden Bird

In the Water Village, Give Syrup the Mushroom.

11 Strange Oil

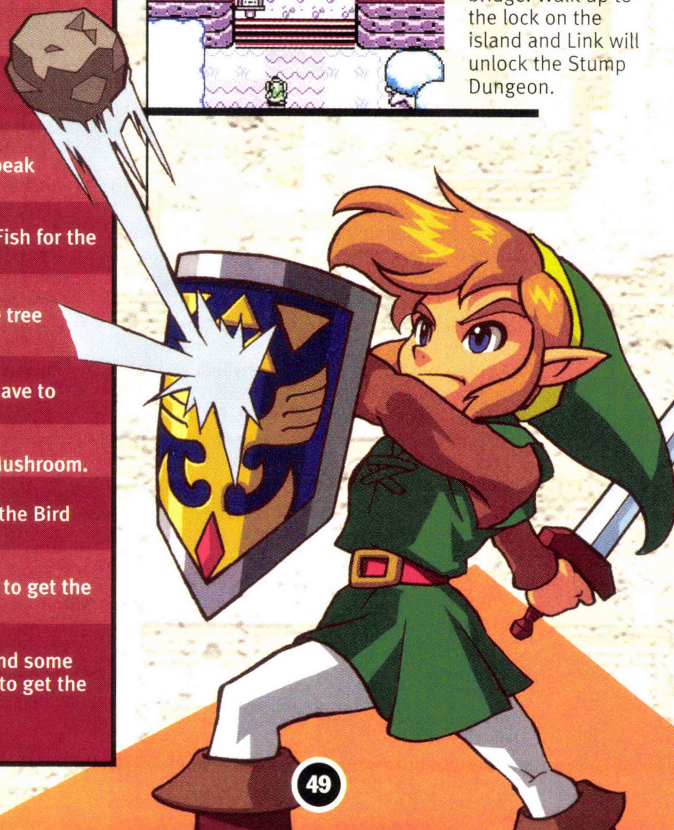
Give TickTock, the Clock Store owner, the Bird and he'll give you Oil.

12 Gramophone

Talk to the guy on top of the Windmill to get the Gramophone.

13 White Sword

In the Lost Woods, burn a bush and find some stairs. Solve the Deku Scrub's puzzle to get the White Sword.



Save the World... Twice

by Nicole Kirk

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and Frank Provo

mosaic@frankprovo.com

When Nintendo announced that it would be simultaneously releasing two brand new Zelda adventures for the Game Boy, gamers didn't know what to think.

Quite frankly, it was a dream come true, but one had to wonder if you would want to play though both games. Would they be too similar like, say, Pokémon Red and Blue, or would each one be its own game?

As luck would have it, they are indeed two completely separate adventures. In fact, they're two of the best games in the overall Zelda series.

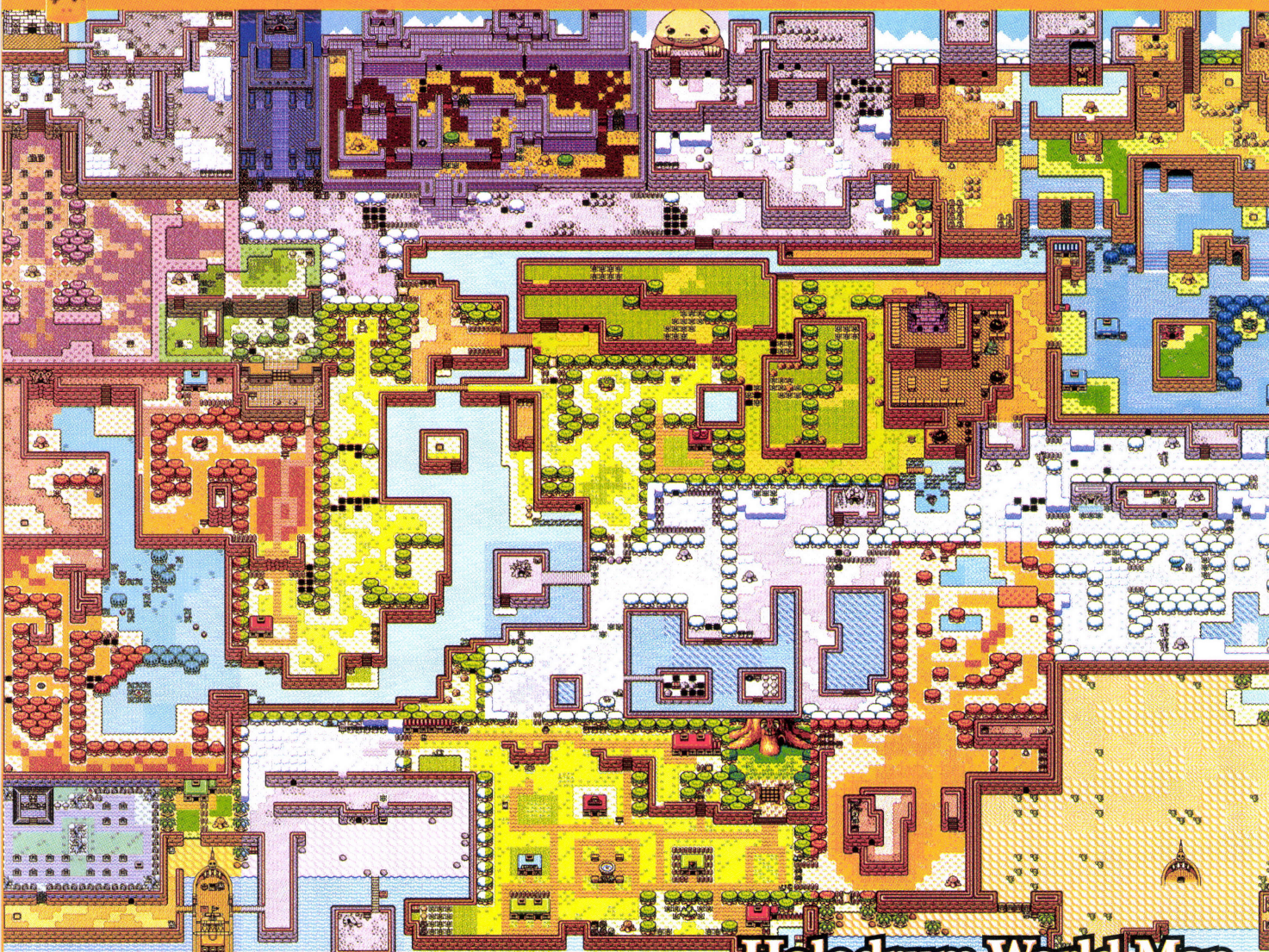
To convince you to play through both games, there's a unique password system that opens up secrets between the two games as you play. Expect to be busy for quite a while.

Special thanks to Phil Theobald for his mad Zelda skillz.

database

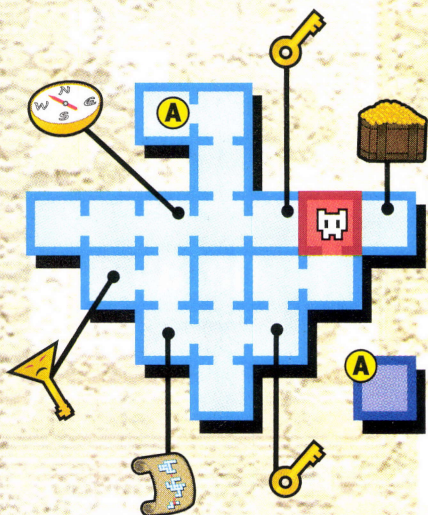
time to complete	10 hours
challenge	Moderate
best item	Big Goron Sword
best character	Moosh the Bear
for hidden secrets	Play it on your Game Boy Advance
also try	Link's Awakening
system	Game Boy Color
publisher	Nintendo
developer	Nintendo/Capcom
	www.nintendo.com





Holodrum World Map

Dungeon #1 Curled Root Dungeon

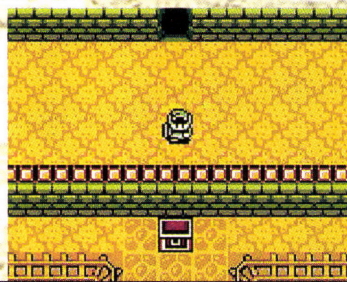


- From the first room, go up, then move the top right block to open the door on the right. Defeat the enemies to snag a **small key**. Walk left two screens, then beat all the Stalfos to get the dungeon map. Walk up to the next room.
- Hop in the trolley, then defeat all the Moblins in the next room. Push the middle block to open the left door.
- For the next puzzle, go directly left and push the block below it down. Next, push the left block to the left, then walk up, left and down. Now, move the bottom block down and the left block to the left to get a Gacha Seed from a chest. Jump down and go to the stairs on the right. Go right and hit the switch with your sword, then continue right to pick up the **compass**.
- Head back to the trolley and get in. Once it stops, head-left and get the **bombs** from the chest. Go

back to the right and head up the stairs, then go down the stairs on the right. Keep to the path to find a switch—this reveals a chest with a **small key**. Backtrack and use the stairs. Go left and bomb the crack in wall to collect some Rupees, then go up.

- Avoid the traps by hiding out in the safe nooks until they pass by, then progress. Next, open a door at the top of the room. Here you'll fight the mini-boss, the **Twin Goriya** (see boss strategies section).

- When the boss is defeated, go left. Move the block on the far left up, then use the stairs. Get the **Seed Bag** and the **Ember Seeds**. Go back up the stairs and move the block below the left one down. Go right and use the warp. Use the **Ember Seeds** on the torches on the left side of the room to open the door.





• Finish off the Moblins, then get the boss key from the chest. Go right, down, right, and push the top block in the room you just entered. Now go right and light the torches to go up through the door. Hit or avoid the Wall Masters and get the **ring** from the chest on the right side of the room. Use the top path to go right and open the boss door. Fight and defeat the dungeon keeper, **Aquamentus**.

Obtaining the Power of Seasons

• Head back to Holon Village and go to the screen below the wooden door. **Socra** will stop to chat for a bit. Use the **Ember Seeds** to continue right. Go up two screens and go one right and you'll spot a female **Subrosian** (she has a bow). You need to follow her without making yourself seen. On the third screen, the **Subrosian** will try to fake you out by going off the screen for a second, only to come back a second later. She'll eventually go down a warp.



Marcia! You got the boomerang!

• In the underworld, take the stairs on the left and keep heading that direction until you meet some stairs. Walk down the stairs and play the **Subrosian Dance game**. Survive long enough

and you'll be given the **Boomerang**. Win the dance again to acquire **50 Scrap Iron**. If you want to win **Dimitri's Animal Flute**, keep playing.

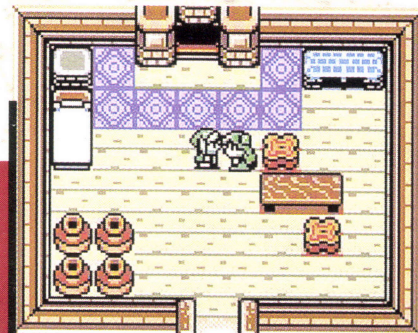
• Go back to the portal, but take the stairs on the right this time. Go east

until you reach the **Temple of Four Seasons**. Continue up and go inside the temple. Inside, you'll be given the **Rod of Four Seasons**. Exit the temple and go to the blue tower in the southeast. Enter and hit the switch inside with your **Boomerang**. A bridge will appear across the lava. Go up two flights of stairs to reach the winter spirit, who will give you the **power of winter**. Exit the tower and head back to the overworld through the portal.

• Back in the overworld, go right. **Socra** will appear and explain how to use the rod. Stand on the tree stump and turn the season to winter. Keep right until you reach a screen with a **piece of heart**. Go up until the season is summer and you reach a house with a locked door. Go left and change the season to winter. Use the stairs and walk across the snowbank, then drop down the chimney on the house. Here you'll meet **Holly**, who'll give you the **Shovel**.

• Go south until you reach the **piece of heart**,

then go left and change the season to winter. Head left, then go up to clear out some snow, then go right. Hit the tree with your sword to get the **Mystery Seeds**. Walk up, then left to find the entrance to **Dungeon #2**.

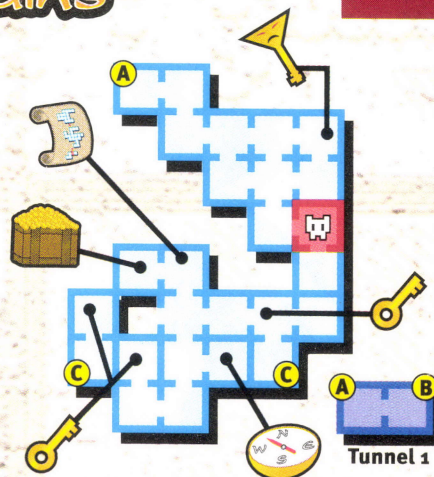


Dungeon #2 Snake Remains

• Use **Ember Seeds** on the torches to open the door on the left. Go through the door, then, in the next room, exit at the top of the screen. Slash all the snakes to collect a **small key**, then exit the way you came. In the next room, exit to the right, then go up, and then right. Defeat all the snakes and move the middle-right block to the right to obtain the **compass**. Walk left, and then up. Kill all the Moblins and snakes to make the door open. In the next room, knock the beetles into the pits to open the door to the left.

• Now you need to hurl bombs across the gap at the Pig Warriors. Open the chest that appears to get the **Power Bracelet**. Go back right and get the **Dungeon Map** from the chest. Head down, then right. Get rid of all the enemies, then move the block on the far right to the right—this opens the door on the right. Walk quickly past the traps to get the **small key**. Walk down, then go right to the door. Equip the **Power Bracelet** and push the rollers out of the way. Go to the stairs at the bottom right of the room to return to the overworld.

• Go right to get a **Gacha Seed**, then go left and head down the stairs. Talk to the **Deku Skrub** to



buy **10 bombs** for 30 Rupees, then head up. In the next room, you only have so long to get to the chest until it disappears. Stick to the middle of the room and bomb the cracked blocks. Once you get the **small key**, go back to the other

L-2 IRON SHIELD

1 After you get the Magnetic Glove, you need to acquire the Red Iron and Blue Iron items in order to obtain the Hard Iron, which then becomes the Iron Shield.

2 Blue Iron

Take the Cucco Mountain portal to Underworld. From here, go left one screen, up one screen, left again, up again, jump over the lava, then head left a screen and down a screen. Set the Magnetic Glove to N and pull yourself right. Head right and acquire the Blue Iron from the chest. Return to the portal.

3 Red Iron

From the Cucco Mountain portal on the Overworld, head right two screens and lift the stones until you can use the Magnetic Glove. Set it to N and get pulled across the gap. Now go right, up, right and right one screen each. Set the glove to N again and cross the gap. Head down a screen, use the glove again, then enter the cave. Head upstairs to acquire the Red Iron.

4 Hard Iron

From the cave, head northeast. Find the Furnace operator with the headband and give him the Red and Blue Iron items. He will mix them into Hard Iron.

5 Iron Shield

Go back to the Underworld and give the Blacksmith the Hard Iron. He will give you the Iron Shield.

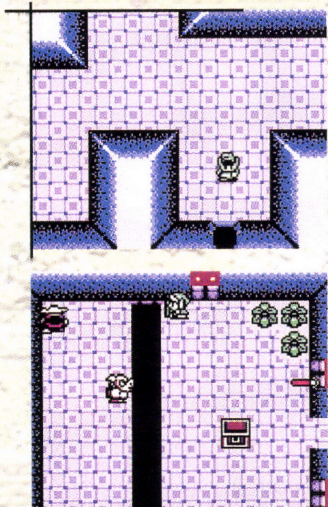


stairs and proceed until you get to the room with the traps—go right.

- Bomb the cracked blocks and take the stairs to the basement. Walk to the edge of the ledge until the Thwomp comes down, then walk on top of it to the other side. Next, go down the ladder and go across the

walkway past the Thwimps. Take the ladder to the next area. Next, without standing on the cracked sections in the floor for long, move the rollers out of your way. Lift all the pots out of the way, then open the locked door at the bottom to get to the mini-boss, **Facade**.

- Once **Facade** is gone, go right twice, use a **small key** on the locked block, then go right and down. Move around on the moving platforms counter-clockwise until you get to the right side of the room, then go up. Open the chest to get the **boss key**, then go down and left twice. Move a pot and bomb the cracked wall at the bottom of the room. Throw bombs at the **Pol's Voiceto** open the door on the right. Step on the roundabout to go down. Walk across the platform and get rid of the pots. Open the boss door on the right to fight the dungeon keeper, **Dodongo**.



Dungeon Bosses

Mini-Boss: Facade

Dungeon: Snake Remains

Behavior: Hey, he was in Link's Awakening! **Facade** will spit fireballs, drop bugs from the ceiling, or make the floor disappear.

Strategy: Throw bombs near his mouth until he's gone. If you run out, slash the bugs for more. Run away when he disappears, because it means the floor is about to go bye-bye.



Dodongo

Dungeon: Snake Remains

Behavior: **Dodongo** mostly just wanders around his spiked pit. Sometimes he'll inhale and fire a stream of fireballs at Link, or he'll charge headfirst.

Strategy: Throw a bomb into his mouth when he inhales, then, as he is recovering, pick him up using the **Power Bracelet**. Throw him into the spikes four times for the win.



Dehydrate the Swamp

- Near the entrance to dungeon two, pick up the rock and go up. Change the season to winter and go to Holon Village. From the entrance to the village, go up until you reach the screen to the left of where **Din** was dancing in the beginning of the game. Move the rocks out of the way at the top and continue upward until you reach a tree with yellow **Scent Seeds**.

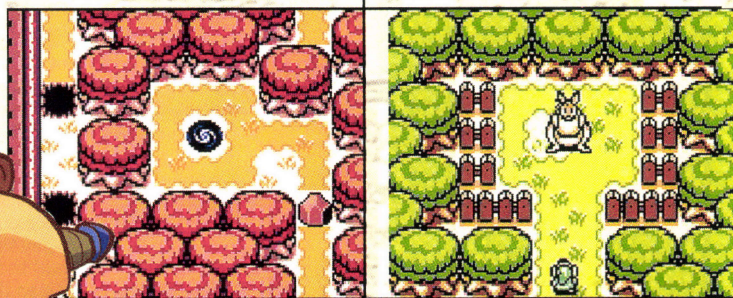
- Go right and then down to find the **Maito Punch Gym**. Box with Maito to win **Ricky's Gloves**. Head outside, and walk up, left, down, up and then left twice. Go up and you'll find a clearing with a kangaroo. Link will give Ricky his gloves. Hop in, then go up and left to find a **Pegasus Seed Tree**. Head down, left, up twice, and then enter the house to the right.

- Hit the switch in the **Flood Gate Operator's** house with your sword to drain the water out of his pond. You'll get the **Flood Gate Key**. Exit and use the stairs on the right. Use a **Pegasus Seed** in the cave, stand on the switch on the right, then run over the bridge before it disappears. Move the stone closest to Link up, and move the one next to it down. Pick up the stone ahead of you, then move the bottom rock left and the middle rock up. Take the stairs and go left, picking up rocks in your way, then go right and exit from the stairs. Keep

of the seasons. Jump from the ledge, and then head down three screens. If you have the flute, call Ricky; if not, go find him again. With Ricky, jump on the ledge, then go left and down. Use Ricky's Hurricane Punch to get rid of the bushes. Hop over the holes, then go right and up. Next, dismount **Ricky**, then move the rock and take the portal to the underworld.

- From the portal, go left and down. Use your shovel on the beach and dig everywhere until you find the **Iron Star**. Head north until you reach the Market and trade the star for the **ribbon**. Go back to the beach and find the female **Subrosian**. Give her the **ribbon** and let her follow you.

- Go north from the beach (past the market) and find the locked door. The girl will open up the locked door and continue with you. You'll now be in the first section of the Underworld. Go right to reach the **Temple of Four Seasons**.



going right until you reach the Flood Gate lock. Link will automatically use the **key**, causing the water to drain from the swamp.

- Go left, up and right, where **Socra** will appear to inform you that you need another power

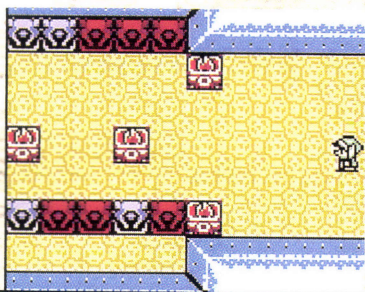
Have the **Subrosian** open the **Summer Tower** in the northwest. Climb the tower to get the power of summer, then take one of the portals back to the Overworld.

- Travel to the tree stump in the north of the swamp and change the season to summer. Go up a screen, climb the vines and enter the cave to find the **Dungeon #3**.



Dungeon #3 Poison Moth Grotto

- Head up into the next room and use your shield to take care of the Spiked Beetles. Pass through the door at the top of the room, then go right until you reach a room filled with Wall Masters; get rid of all of them, then push the pot on the far right on top of the switch by the door at the bottom to keep it open.
- Go through the door, then go left and down. In the next room, move the rollers out of your way to get to a chest with a **small key**. Leave to the right and go up the stairs. Avoid the Pol's Voice while you move the block on the far right upward. Go up a screen.
- Finish off the Moldorms to make a chest full of **bombs** appear, then bomb the weak section of wall to open a doorway. Go through it and open the chest to get the **dungeon map**. Leave and go down. Find the block that you moved before and move the one next to it down. Move the third



one from the bottom left, then the second block from the bottom down. Continue left.

- For the puzzle in this room, move the second gray statue (counting left to right) down. Move the second and the last red statues down. Move the first gray statue down, then move the first red statue that's against the wall against the second one. Finally, move the third gray statue beside the other two and the third red statue against the others. The goal is to match this side of the wall with the other side.

- Go through the newly opened door on the left. Go left two more screens and then up. Drop off the ledge, then take the stairs. Open the locked door and go up. Destroy the Mimics, then open the chest to pick up the **Roc's Feather**. From here, exit and jump on the moving platform. Fall down the hole on the far left.
- Eventually you'll get to a room with a trampoline. Hop onto it to get the **compass**. Back in the trampoline room, push the trampoline onto the purple square, hop onto it and go right to the next room. Push the rollers and go right. You'll find another trampoline—push it onto the brown square to find a **key**. Find some stairs and you'll eventually come out in another room. Go right, down and left (one screen each). In the next room, don't press the button; instead, jump over it. Go up the stairs and jump over a trap to reach a chest with a **Gacha Seed**. Go back down and open the locked door on the left to face the mini-boss, the **Squids**.

- After you beat the Squids, go up the stairs that appear. Go left twice and go up to the gap; you'll automatically jump over it. Go up and fall down the opening. Run counter-clockwise—stay away from the spike—then push the fourth block down on the right into the gap. Next, jump over and get the **dungeon master's key**. Move blocks out of your way to get to the exit on the right. Go down and use the warp, then go up the stairs. Go left until you reach a ledge; go over it and continue right until you reach the boss door. Fight **Mothula** to beat the dungeon.

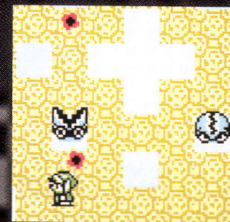
Dungeon Bosses

Mini-Boss: Squids

Dungeon: Poison Fang Grotto

Behavior: These squids pop their heads out of pools of water and try to hit Link with their energy shots.

Strategy: Use the Power Bracelet to pull a Squid out of its pool, then throw it someplace. Slash each four times to defeat them.

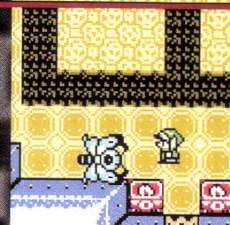


Mothula

Dungeon: Poison Fang Grotto

Behavior: This Moth will fly around trying to knock Link away. Its main attacks are to birth smaller moths, circle around Link spitting fireballs and to erect a swirling shield of flame around itself.

Strategy: The easiest way to beat this moth is to stand on the far left or far right of the screen, dodge its attacks and stab the body as it flies by.



The Red Ring

1 The Red Ring

The Red Ring (#8) doubles your sword strength, but also doubles the damage you take. To get it, you'll need to battle four golden monsters. You can only perform this sequence once you've charged the Rod of Seasons with all four seasons.

2 Challenge

In North Holon Village, change the season to summer. Find the Stump Dungeon and head down the steps until you find yourself in a dry riverbed. Inside a cave is an Old Wise Man who will let you challenge the four monsters.

3 Golden DarkNut

Near the abandoned house in West Beach, change the season to spring. Walk east past the pirate ship and continue to the far eastern edge of West Beach. You'll face the Golden DarkNut there.

4 Golden Octorok

In Sopuru Swamp, change the season to summer. Head south past the portal to the underworld until you find the Golden Octorok. Defeat him with your sword.

5 Golden Moblin

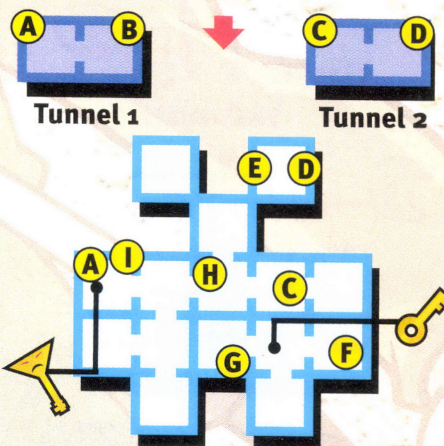
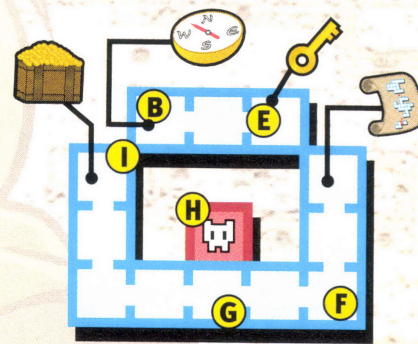
Just to the east of Snake Remains (Dungeon #3), change the season to autumn. One screen to the left is the Golden Moblin. Slash and slash until he's gone.

6 Golden Lyonel

Find the gate to the Taamu Ruins and push the Armos Statues out of the way on the right side. Change the season to winter and then head right to face the Golden Lyonel.

7 The Red Ring

After you beat the four Golden enemies, visit the Old Wise Man again. He will give you a ring that, once appraised, becomes the Red Ring (#8).



Springtime In Water County

- Once you exit the dungeon, go right one screen until you reach the stairs. Go up the screen, then make your way to the screen where you first found **Ricky**. With Ricky along, go right twice, jump over the hole and go up the hollow log. Hit the red switch and go up. Jump onto the ledge and move right three times, down twice, then use your **Hurricane Punch** to clear the bushes. Jump across the gaps and go down. Jump on the ledge and go up, right, up, around the bend and down



Pirate Ship Trade

To get to the Adventurer's Tomb, you need passage aboard a Pirate Ship. To earn it, visit the Pirate Skeleton House in the Underworld cemetery and talk to the Ship's captain. He needs you to find his gong. Talk to his companion upstairs and note the cupboard sequence you're shown. Head back to the overworld and show the sequence to the pirate in the east beach area. He'll let you enter the Samasa Desert.

1 Red Pirate Skull

Talk to the red pirate inside the buried ship, then head northeast to the Oasis. Pick up the Red Skull (chattering teeth?) and carry it around the whirlpools until it makes noise.

2 Rusty Gong

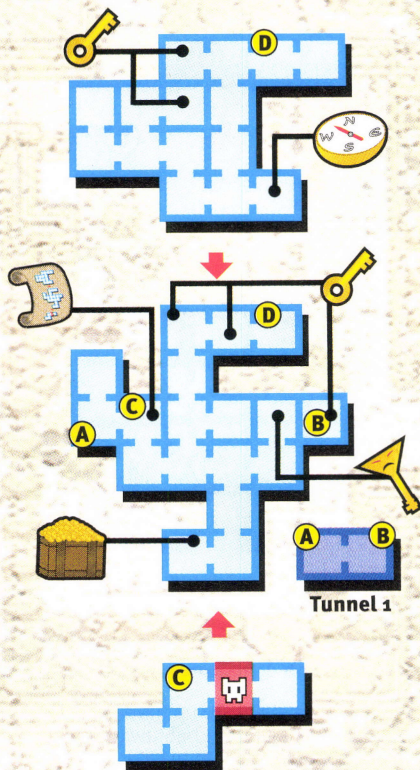
Fall into the nearest sand whirlpool when the teeth chatter to acquire the Rusty Gong.

3 Pirate Gong

Inside the buried pirate ship, move the brown crate out of the way to enter the Underworld. Take the Rusty Gong to the Uura Blacksmith to have it restored to the Pirate Gong.

4 Ship's Passage

Take the Gong back to the Pirate Captain and he'll take you to the Adventurer's Tomb.



twice. Jump down off the ledge, go up three screens, right three screens, down and then right. This is the entrance to the Water County Village (Ricky will leave now).

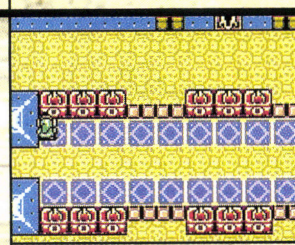
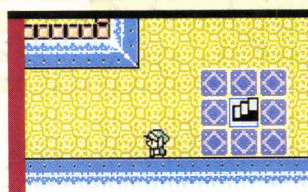
• In Water County, walk down once, go right twice, then go up to reach a **Gale Seed Tree**.

Go back to where you came from and you'll see some kids and a Dodongo. Give the middle child all your bombs to join **Dimitri**.

• Take **Dimitri** up and climb the waterfall, then climb another waterfall on the left and enter the cave. In the room with the four statues in, move the top statue on the right side of the room to the right one square. Next, move the top statue on the left up one square and right one square. Finally, move the bottom left statue right two squares and up one square. Now stand in the middle of the statues and do a sword spinning attack. Jump over the water and go up the steps to get the **Proof of Success**. Exit and go up the right waterfall. Talk to the man on the right to exchange the **Proof of Success** for the **Flippers**.

• Exit the cave with **Dimitri** and go to the right until you reach a house. Dive into the deep water on the right of the house and you'll find an underwater cave—follow it and you'll appear near the Cucco Mountains. Climb the vines and go up one screen, then go right one screen, then go up for two screens. When you get to the screen with the ledges on it, go into the gap closest to you—the portal and be transported to the Underworld.

• In the underworld, jump over the lava and you'll bump into some **Subrosians**, who will then steal



your feather. Go left and into the house. You'll now play a hide and seek game similar to the one you played with the **Subrosian girl**, except this time you have to hide from two **Subrosians**, and it's a little longer—just keep following them until you reach a screen with a square. Once the **Subrosians** disappear, dig in the square with your shovel to reclaim the **Roc's Feather**.

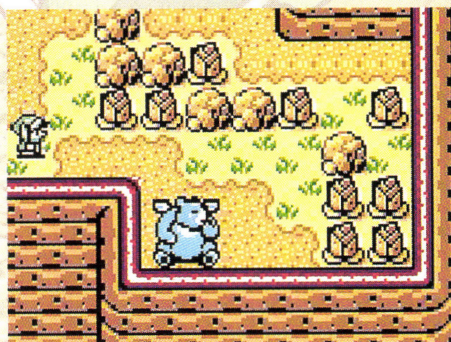
• Go back out of the entrance to the **Subrosians'** house, then go right twice, jump over the lava and take the stairs. Jump from platform to platform until you reach a ladder. Go to the **Temple of Four Seasons**. Open the Spring Tower to get the **Power of Spring**, then head back to the portal.

• Back in the overworld, jump down and switch the season to spring. Go right one screen and you'll find **Moosh the Bear**, who'll ask you for **Spring Bananas**. Walk up and grab onto the **Blue Cucco Bird** with the **Power Bracelet**. Keep tapping the A button to make the Cucco float onto the upper ledge. Go up one screen and enter the cave that's there. In the cave, jump over the holes in the floor to reach the stairs, then go up. Hit the tree at the top to knock down the spring bananas.

• Drop off two ledges, then go into the cave to snag a **ring**. Next, go back to **Moosh** to give him the **Spring Bananas**. Go on his back and go left until you reach Goron Mountain. Head up and fly **Moosh** over the holes to get to the **Dragon Key**.

• Go back to the stump near where you got **Moosh** and change the season to spring. Walk left three screens and use the flower to somersault Link to the higher ledge. Go up and right, then change the season winter. Head left twice and go up the stairs, then go right and enter the cave. Go through the cave until you come out on top of the mountain. Grab onto the Cucco to cross to the other side of the mountain and open the lock.

• Walk left and drop from the ledge. Go right, switch the season to summer, then climb the vines to enter the **Dragon Dance Dungeon**.

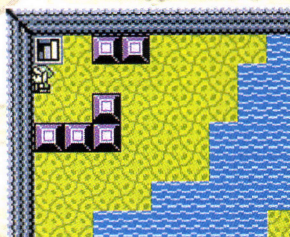


Dungeon #4 Dragon Dance Dungeon

• Walk up and defeat all the Skull Knights in the next room. Move the second block on the right down to grab some **bombs** then hop into the trolley. From here, knock some enemies out of the way and blow up the crack in the wall on the right. For the puzzle in this room, pick up the upper-middle and bottom-middle pots, then move the rest onto all the buttons. Step on the last button to snag a **small key**. Get it, go left, jump into the trolley and hit the switch to change the track. In the next room, move the blue statue onto the button in the top left corner, then go up a screen.

• In the next the room, move the block on the far right up one square, move the third block on the left up one

square, and move the second block from the left right one square. Take the stairs and go through the maze. Go down and right to get the **dungeon map**. Head left and go down the stairs in the bottom left of the room. Jump from platform to platform without falling, then, in the second screen, jump quickly across the blocks to reach the other side of the screen. Go up the ladder and light a torch to follow the path to a **small key**.



• Now make your way back to the very first room in the dungeon. Open the locked door on the right and bomb the right wall. Go through it; kill all the enemies in the room, then move the block on the right side of the room to get the **compass**. Go back left, then go up into the next room.

• Swim close to the rollers, then

<http://www.gamespot.com/theonlywayyouwilleverbeaninja/>





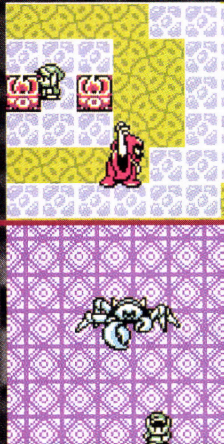
Dungeon Bosses

Mini-Boss: Agahnim

Dungeon: Dragon Dance

Behavior: Agahnim returns. He mostly just splits himself in half and wanders around firing balls of energy (they knock off two hearts).

Strategy: Use Ember Seeds to keep the fires lit and slash the Agahnim that has a shadow.

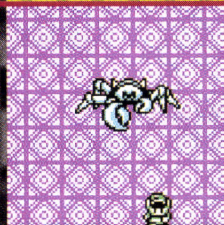


Gohma

Dungeon: Dragon Dance

Behavior: The giant crab from the sixth dungeon of the original Legend of Zelda on the NES is back. Its weakest attack is to spit smaller crabs at you. Its strong attack involves lunging forward with a Pincer and slamming Link into the ground. You'll lose two hearts if this happens, but the small crabs drop hearts as well.

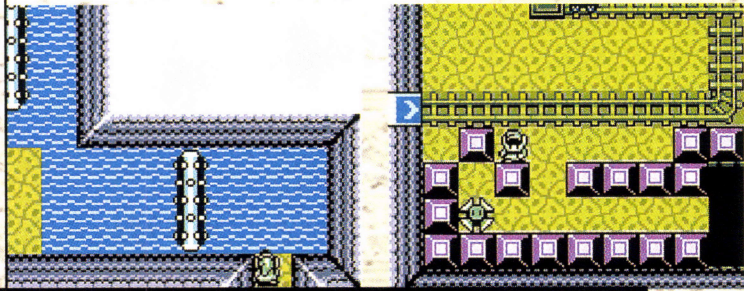
Strategy: Slash its pincer until it falls off. If you see it rear back, run off to the side. Once the pincer is gone, use the Slingshot to fire Seeds into Gohma's open eye.



dive under and swim past them to avoid hitting them. Go up the stairs and jump onto the platforms to reach the trolley. Get in it, hit the switch, then jump back in it. Defeat the enemies and dive into the water where the **small key** falls to get it. Climb back into the trolley. In the

next room, get rid of the Stalfos, and use a key on the lock to continue right. Defeat all the Skull

Knights, take the steps and use the **Pegasus Seeds** in combination with the **Roc's Feather** to jump all the gaps in the room to the left. Follow the stairs and climb into another trolley car. Open the chest to get a **small key**,



then talk to the **Deku Scrub** to buy 10 **Ember Seeds** for 20 Rupees. Now head down, jump over the spikes and continue down to find the mini-boss, **Agahnim**.

• Defeat **Agahnim** and go down to get in a trolley. Walk down and open the locked door on the left. Use a **Pegasus Seed**, then move the statue onto the button on your left. Run quickly around the maze until you reach the chest. Grab the **Slingshot**. Jump down from

the ledge, then go right and up and get in the trolley. Hit both switches with the slingshot to change the track to the far right. In the next room, go to the right and use the **Pegasus Seed** with the **Roc's Feather** to jump to a locked block. Unlock it and go up. Dive into the water on the right to get the **dungeon master's key**, then go back to the room with the **Deku Scrub**. Get in the trolley here; once it stops, equip the **Slingshot** with the **Ember Seeds**, then get back in the trolley and light all the torches.

• Now walk down and jump past the spikes to

get to the right side. Head up and right to get the **small key**, then go back to the room below **Agahnim's**. Move the third-from-left block down to stop the spike trap, and hit the switch with the **Slingshot**. Get in the trolley and defeat the **Wizrobes** in the next room. Go up a screen, open the lock and go down the stairs. Use the **Slingshot** with the **Ember Seeds** to light the two torches on the other side of the room to make a bridge appear. Go right and up, then jump on the platform to reach the master's lair. Enter to face **Gohma**.

Animal Partners

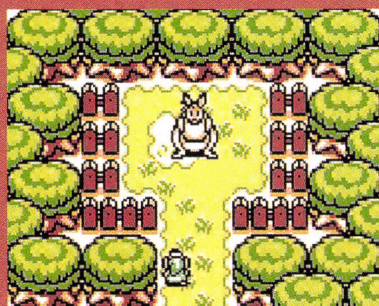
One of the coolest new features in The Legend of Zelda: Oracle of Ages and Oracle of Seasons deals with animal partnership. Roughly a quarter of the way through each game, you'll have the opportunity to befriend a specific animal. Depending on where and when you pick up the generic animal horn, one of the animals you encounter will choose to remain at your call throughout the game. If you want to ensure you befriend a specific animal, study the information below to work out the appropriate horn acquisition strategy. If you just want to keep it a mystery, play through as you normally would.

Ricky the Kangaroo

Ricky the Kangaroo can leap twice as far as Link. He can also form Gales with his fists.

How to Obtain Ricky

Do not win the animal horn at the Ura Dancing game or purchase it from the Village Shop. Ricky will give you his horn if you lack either of the other two.

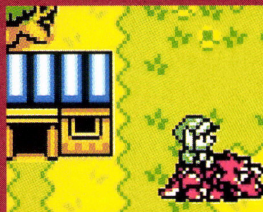


Dimitri the Dodongo

Dimitri the Dodongo gives Link the ability to swim in deep water without a raft or flippers. An added bonus is the ability to swim up waterfalls. He can also eat enemies and plants—yum.

How to Obtain Dimitri

Win the animal horn from the Ura Dancing game prior to completing the second dungeon. After completing the second dungeon, head to North Holodrum and you'll see Dimitri being attacked by Great Moblin's henchmen. If you give them 80 Rupees, they will leave. Talk to Dimitri and your horn will become Dimitri's horn.



Moosh the Bear

Moosh the Bear is an interesting fellow. Lazy by nature, he can actually fly Link across large areas of collapsed land. He is deathly terrified of water, however, and cannot cross rivers or oceans.

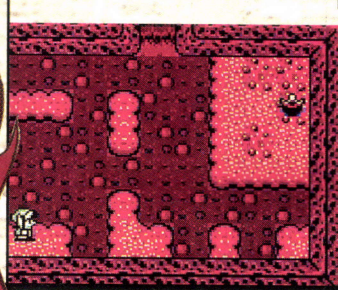
How to Obtain Moosh

Do not win the flute from the Ura dancing game, but do purchase the animal horn in the Holon Village Shop. Avoid meeting Ricky at this time. Just after you beat the second dungeon, head south of Sopuru Swamp. You'll find Moosh being attacked by Pig Warriors. Defeat them and the animal flute will become Moosh's flute.





Harness the Power of Autumn



- Go back to the clearing where you met **Din**, then go down and jump over the holes. Walk go down some more and head right to find a portal to the underworld. From the portal, head down until you reach a lava filled area with patches of ground. Jump onto the patches and hit the **Podobo Chains** whenever they pop up. Follow the path to reach the **Bomb Flower** and use the **Power Bracelet** to pick it up.

- Head back to the portal, then walk two screens south, two screens left and go up one screen. Use both the **Pegasus Seed** and the **Roc's Feather** to cross and continue left to reach the **Temple of Four Seasons**. Go to the tower in the northeast section of the temple and give the Bomb Flower to the **Subrosian** with a headband. He'll open the way to the Autumn Tower and you can acquire the **Power of Autumn**. Head back to the nearest overworld portal.

- In the overworld, take the stairs on the right, then go up to change the season to autumn. Go up and right until you find some mushrooms. Pick them to find the entrance to the fifth dungeon.

Dungeon #5 Unicorn Cave

- From the entrance, go up and right, then jump in the trolley nearest you. Hit the switch on your way up.
- Take the stairs and head right, then climb down the next stairs and go right. Defeat the Knight and move the block right. A **Magnetic Ball** falls down, but you can't do anything with it now. Go back to the room with the two trolleys and get in the one on the right. Hit the switch on your way. Get the **small key** from the chest, then get back in the trolley and hit the switch on your way back.

- Get in the trolley again. Go down the stairs, and go left in the side-scrolling tunnel. In the next room, defeat the Zols and Gibdos to acquire the **Dungeon Map**. Go left two screens, walk up the steps and proceed upward. Jump into the water and open the locked door on the left. Get the **Magnetic Glove** from inside the chest, and use it to move the Magnetic Ball onto the button to open the door.

- Go down and move the blocks out of the way to access the stairs on the right. In the next room, use a bomb on the cracked stones and go left. Jump onto the platforms and avoid the attacks from the gargoyles to reach the ladder. Move the Armos statue down three squares, right two squares and up one square. Go through the open door, then go down and left. Take the steps on the right

and open a chest for **100 Rupees**. Now go up and defeat all the enemies to open the door on the left.

- In the next room, remember the order in which you defeat the Armoses. You have to open the chests they leave behind in the same order. The final chest will yield a **small key**. Go back right, then down. Move the **Magnetic Ball** and continue down. Defeat all the enemies and then go through the door on the left. Get the **compass** from the chest. Go back out and go down two screens. On the yellow square, use the **Magnetic Glove's** north polarity to pull Link to the other side. Now go up and get the

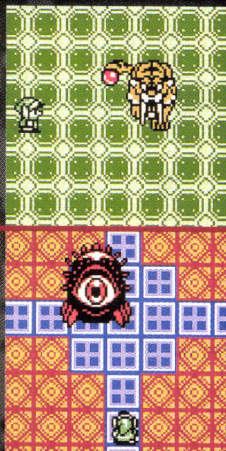
Dungeon Bosses

Mini-Boss: Sabertooth

Dungeon: Unicorn Cave

Behavior: Sabertooth spends most of its time spinning around the room, trying to hit Link with the ball on its tail. Usually it'll attack from the center outward, although there is one occasion where it'll focus on the four corners.

Strategy: Stand in one of the corners and slash the ball on its tail. If it appears in another corner or opposite you, move. It'll take 10 hits.

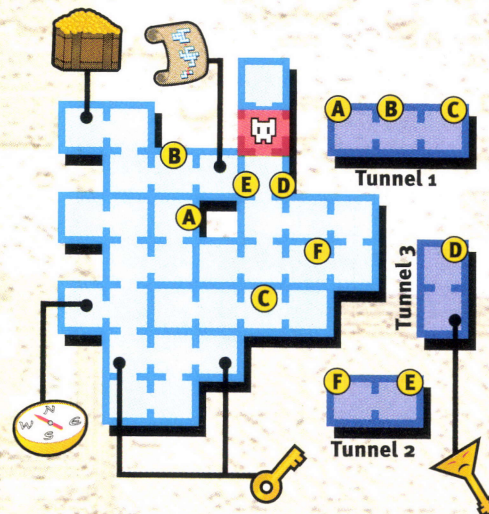


Digdogger

Dungeon: Unicorn Cave

Behavior: Digdogger has only two attacks: to bounce around the room and to leap high into the air for a subsequent splash attack. You'll take major damage if hit.

Strategy: Use the **Magnetic Glove** to push and pull the iron ball into Digdogger. He'll shatter into tinier and tinier pieces each time.



small key. Go back down and stand to the right of the magnetic pole; use the south polarity to repel yourself across the gap. Walk right and up until you reach the room with the trolleys.

- Get in the left trolley and hit the switch if the track isn't curved. Use the **Magnetic Glove's** north polarity to cross to the mag-

There are 64 rings in total to appraise and collect in the *Zelda: Oracle* series. Each time you find an unknown ring, take it back to the Ring Appraiser to learn what ring you've found. Some rings are common, some are rare, and some can only be unlocked via certain conditions or through passwords. If you only have a single chapter and no access to a Game Boy Advance, the maximum number of rings you can obtain is 59.

By equipping certain rings, Link's abilities can be augmented. Less damage, stronger attacks and an ability to regenerate hearts are just some of the many benefits. Only one ring may be equipped at a time, but there are three ring boxes. The basic ring box holds only a single ring, but later upgrades enable you to bring three or five rings into battle. Any excess is stored at the Ring Appraiser's shop.

01 Meeting Ring

No effect. A present from the ring appraiser.

02 Power Ring L-1

Deal 25% more damage.

03 Power Ring L-2

Deal 50% more damage.

04 Power Ring L-3

Deal double damage.

05 Defense Ring L-1

Take 25% less damage.

06 Defense Ring L-2

Take 50% less damage.

07 Defense Ring L-3

Take 75% less damage.

08 Red Ring

Doubles attack power and damage taken.

09 Blue Ring

Halves damage taken and attack power.

10 Green Ring

A milder version of the Red Ring.

11 Demon Ring

Link becomes half as strong.

12 Master Ring

Link's punch become stronger.

13 Fire Enhancer Ring

Ember Seeds become stronger.

14 Boomerang Ring L-1

Raises power of boomerang slightly.

15 Advanced Ring (Time)

No effect. Purchase in OoA at GBA Shop.

16 Maple Ring

Meet Maple more frequently.

17 Resistance Ring

Lessens damage you take from behind.

18 Pegasus Ring

Pegasus Seeds last 30 seconds.

19 Poi Poi Ring

Receive 1 Rupee after killing a monster.

20 Heart Ring L-1

Recovers half a heart after walking around for 20 seconds.

21 Heart Ring L-2

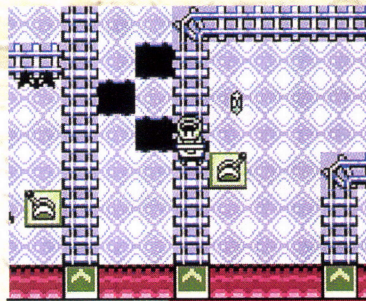
Recovers a whole heart after walking about for 20 seconds.

22 Sui-Sui Ring

No effect. Purchase in OoA at GBA Shop.

netic pole—when you're on the left side of it, let go and immediately press the B button again to use the south polarity to repel you to a chest with a **small key**. Use the technique again to get back over and hop back into the trolley. Head left two screens, go up twice, then go right, up. Next, head down the stairs you'll see. Avoid the gargoyles that are in this room and go right. Use bombs on the cracked stones, then go all the way right to the ladder. Stand under the magnetic pole and use the south polarity to go over the gap. Get in the trolley on the left and get the **small key** from the chest. Get back in the car and open the locked door on the right. Fight the mini-boss, **Sabretooth**.

• After the battle, go up and right. Stand on the button. Quickly proceed up and left. Defeat all the enemies and move left. Use the south polarity while facing the Magnet Ball, then walk to the left until the ball comes within two squares of you. Walk to the far right corner at the top of



the room and repel the ball to the far left side of the room with the north polarity. Now go back to the room above the one where you defeated **Sabretooth**. Unlock the door on the left and use the south polarity to put the Magnetic Ball on the button. Go up and use the south polarity to shield yourself from the flames with the Magnetic Ball. Go up through the locked door and down the stairs. Use north polarity to pull yourself up to the ledge, then jump across to the lower ladder. Take it down and jump across the conveyor belts. Use north polarity to pull yourself up to the **boss key**, and go back to the room one screen above where **Sabretooth** was. Open the locked block and go down the stairs.

• Use the Magnetic Glove in the passage to proceed left and up the ladder. Move the left pots out of the way and use the north polarity to cross the chasm. Go right across the chasm, then up and left. Now walk up and open the dungeon door to find the boss, **Digdogger**.

Find the Four Treasures

• Go to the market in the Subrosian Underworld and buy the **Blue Membership Card** for five pieces of **Scrap Iron**. Head back to the overworld and visit the shop in Holon Village. Head behind the counter and the shopkeeper will let you into the bargain basement. Purchase the **treasure map** for 200 Rupees. Hit the SELECT button and notice four peculiar sparkles on the map. You need to find the four jewels (which look like PlayStation controller buttons!)

• Go to Holdrum Prairie, swim to where the sparkle is, and talk to the man in the tree for the **Circle Jewel**.

• Go to the entrance of the Dragon Dance Dungeon and swim to the corner in the top far right. Dive to find the **Triangle Jewel**.

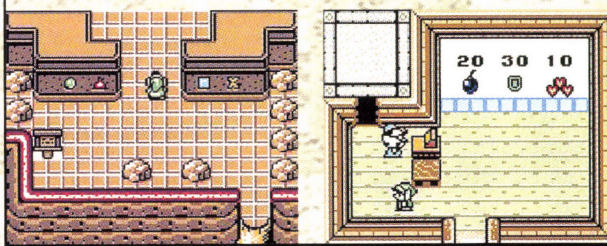
• To get the Square Jewel, head to the tree stump in Suporu Swamp and change the season to winter. Go south and use **Ricky** or the **Pegasus Seed/Roc's Feather** combination to

cross some holes. Bomb the rock to acquire the **Square Jewel**.

• In the beach to the west of Holon Village, light the torch in the water using the **Slingshot** and **Ember Seeds**. Cross the bridge and use **Mystery Seeds** on the rock formation. Fight the Moldorm to acquire the **X Jewel**.

• Now use **Gale Seed** to travel to the fruit tree in Suporu Swamp. Head right and up to reach the Taamu Ruins. Go up to each hole to insert a jewel. When the gate opens, go up and change the season to summer. Climb up the vines, go left, and climb back down. Move the Armos statue aside to reveal some stairs. Climb back up the vine, change the season to winter, and go down into the steps you just uncovered. On the next screen, move the two lower Armos statues to the right and change the season to Autumn. Pick the mushrooms out of your way and go right. Head down one screen.

• Time for Link to get a new sword! From this screen go left and change the season to Winter. Head left and change the season to Autumn. Walk left and change the season to Spring. Go left once more to change the season to Summer, then left again to collect the **L-2 White Sword**.



Lost Woods

• Go back to the screen below the cave by keeping right. Once there, go back left and change the season to Winter. Walk left and change the season to Autumn, then go down. Change the season to Spring and walk right, then change the season to Summer and go up to reach the Lost Woods.

• Go up two screens, then go right to change the season to Winter. Head down then right. Shovel the snow out of the way, then go up two screens and left. Move the lowest Armos to the right, then jump off and switch the season to Spring. Use the flower to go up and go left over the bridge. A man will appear, laugh at you, and then disappear. Now enter the Ancient Ruins.



Dungeon #6 Ancient Ruins

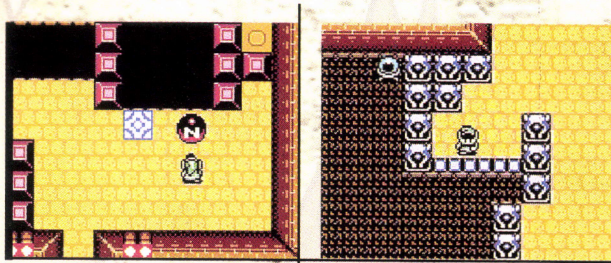
- Inside the dungeon, walk up two screens, take the roundabout, then go right two screens. In the next room, go down. Bomb the wall at the bottom of the room to find a room full of **Rupees**. Leave, then go left two screens and up one onto the screen with the roundabout. Walk left and up. Knock the Hardhat Beetle into the blackness, and use the **Boomerang** to change the Spark Bubble into a Fairy.

- Use the **Magnetic Glove's** south polarity to pull a magnetic ball toward you while you walk up as much as possible. Now, use the north polarity to push the magnetic ball all the way over to the left. Jump over the holes to get to the left corner in the top of the room. Use south polarity while you walk right; the magnetic ball should move up and right, over to a platform. Push the ball down with south polarity until it's on top of a purple square. Now, use north polarity while walking right so the ball crosses the chasm. Finally, attract the ball with south polarity until it's on top of the button. Get the **small key** and leave.

- In the next room, head down and take the steps on the left. Go up again. Get the **dungeon map**, then go down and kill all the snakes. Move the block to open the door on the right. Open the locked block and go up. Go onto the roundabout. Now go right two screens, down one, left two screens, and use the **Magnetic Glove** to move the ball onto a switch. Go through the door that opened on the left. Head up and right to use the roundabout again.
- Move the magnetic ball onto the button, then go up the stairs. Go through the maze while avoiding the traps and take the bottom exit. Get the **small key** from the chest. Now leave and drop through the hole in the floor. Walk down and take the roundabout. Go down, right and up to take the roundabout again. Go in the pre-

vious direction once more and take the roundabout. Open the door at the top and jump onto the moving platforms to get the chest in the top left with the compass. Use the platforms to get to the right. Stand on the button to the top right, then use the **Roc's Feather** and **Pegasus Seed** to reach the stairs in the top left corner. Get 10 bombs from the chest, then use one to go on the crack in the bottom right of the room. Walk up and to the left.

- In the next room, get rid of the Spiny Beetles and move the Trampoline on top of the purple square. Use it to go up. Walk down and to the



right. Pick up the **L-2 Magic Boomerang**, walk close to the Armos Knights until they awaken, and then hit them with the boomerang. Walk through the door on the left and jump into the hole in the corner in the bottom left. Head left to the stairs, then go up and left. Open the chest to get 10 Rupees and then go through the maze to hit the button in the bottom right of the room. Stand to the left of the spike, then move quickly to the button so it can't hit you. Go up through the door and use the **Boomerang** to hit the crystal switch.

- Go up the stairs, then walk down. Hit the moving crystal switch with the **Magic Boomerang** and go down through the door. Fall into the hole and go down. Go to the right side of the room. Equip the **Slingshot** with **Ember Seeds** and use the platforms to light all the torches. Go up to the top to find the stairs.

Dungeon Bosses

Mini-Boss: Vire

Dungeon: Ancient Ruins

Behavior: This vampire bat attacks by flying around and spitting fireballs. Sometimes he will charge. Near the end, he'll split into two skeleton bats that'll charge as well. The fireballs do 1/2 heart damage; collisions a full heart.

Strategy: Avoid the fireballs or block the blue ones with your Shield and slash him when he charges. He'll split in two after six or seven hits. Stab the two skeletons one time each to defeat him.

Manhandla

Dungeon: Ancient Ruins

Behavior: What an ugly plant. Mandhandla's only attack, besides its girth, is to spit fireballs from its blossoms.

Strategy: Using the L-2 Boomerang, destroy the blossoms when they're open. After that, concentrate your fire on the main body. It takes about 20 hits to win.



23 Meeting Ring

No effect. A present from the ring appraiser.

24 Power Ring L-1

Deal 25% more damage.

25 Power Ring L-2

Deal 50% more damage.

26 Power Ring L-3

Deal double damage.

27 Defense Ring L-1

Take 25% less damage.

28 Peace Ring - Blue

Beams do 50% less damage.

29 Peace Ring - Yellow

Falling into holes does 50% less damage.

30 Peace Ring - Red

Spiked floors do 50% less damage.

31 Sage Ring - Green

Link is immune to electric shocks from Buzz Blobs.

32 Sage Ring - Blue

Link is impervious to fire.

33 Sage Ring - Red

Aquatic enemies do less damage.

34 Coordination Ring

Link's punch become stronger.

35 Rock Block Lock Ring

Ember Seeds become stronger.

36 Whirlpool Ring

Raises power of boomerang slightly.

37 Luck Ring - Red

2 rupees earned for 1 acquired.

38 Luck Ring - Blue

2 hearts healed for 1 obtained.

39 Luck Ring - Yellow

Twice the bombs or seeds per pickup.

40 Luck Ring - Green

Get double the scrap iron picked up in OoS.

41 Discovery Ring

A tone sounds if a Gacha patch is hidden on-screen.

42 Boomerang Ring L-2

Boomerang's power increased 50%.

43 Octorok Ring

Transforms Link into an Octorok.

44 Moblin Ring

Transforms Link into a Moblin.

45 Like-Like Ring

Transforms Link into a Like-Like.

46 Uura Ring

Transforms Link into an Uura.

47 First Gen Ring

Changes Link's form NES sprite.

48 Sacred Sword Ring

Spin attack does double damage.

49 Fireworks Ring

Link is impervious to bomb explosions.

50 Beam Ring

Beam attack instead of spin attack regardless of heart level.

51 Double-Edged Ring

Sword attack arc range increases.

52 Advanced Ring (Earth)

No effect. Purchase in OoS at GBA Shop.

53 Monster Killer Ring

No effect. Reward for defeating 1000 monsters.



54 Large Wealth Ring

No effect. Reward for maintaining 999 rupees for 3 hours.

55 Clear Ring

No effect. Reward for beating the game.

56 Sign Ring

Reward for destroying 100 signboards.

57 100 Judgements Ring

No effect. Awarded after the 100th ring appraisal.

58 Wisp Ring

Use Link's sword like a shield and reflect shots.

59 Gacha Seed Ring

A tone sounds if a Gacha seed is nearby.

60 Relief Ring

Bombs will not explode in Link's hands.

61 Zora Ring

Stay underwater (in shallow pools) for as long as you like.

62 First Ring

Link can punch with no items equipped.

63 Mood Ring

Increases rate by which plants release items.

64 Single Damage Ring

All Enemies do 1 heart damage.

Notes: Ring #'s 38, 48, and 55 must be obtained in a continuation story (password) game. Ring #'s 15 and 52 are available within the Advanced Shop only when the game is played on a Game Boy Advance system. Ring #64 may be purchased in the Advanced Shop, but is also a prize in the Platinum dance contest in the Goron Dancing Game in OoA (Past).

portal to the UnderWorld. Find the **Skeleton Pirates'** house in the south-west of the UnderWorld. Talk to the captain, who needs a **Pirate Gong**.

- Go up the stairs in the house and talk to the **Skeleton Pirate** on the right. He'll show you a cupboard opening/closing sequence. Write down 3, 3, 2, 1, 1, 4, 4, 4 for later. Go to the top of the house and take the portal there to the OverWorld.

- Hit the switch in the cave to unleash the bridge. Exit the cave and go back to the **Skeleton Pirate** on the beach. Talk to him and he'll leave; now use the cupboard sequence on the skull gate. Pass through to visit Samasa Desert.

- Find and enter the buried **Pirate Ship** in the southern part of the desert. Talk to the **Red Skeleton Pirate**, then exit and go northeast until you find an oasis. Use the **Power Bracelet** to pick up the **Red Skull**. Now carry it around all the sand whirlpools; if its teeth start chattering, drop down into the

Ghost Pirate Galleon

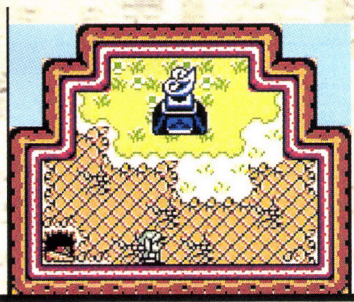
- Make your way back to Holon Village. Take the east exit out. Go through a log to get to the beach. Walk right two screens and talk to the **Skeleton Pirate**. Now go find a

closest whirlpool. Here you'll find the **Rusty Gong**. Use the stairs and leave the cave, then go back to the **Pirate Ship**. Move the brown crate out of the way and go up the stairs. You'll be transported into the Underworld.

- Find the **Subrosian Blacksmith** and have him hammer the **Rusty Gong** back into the **Pirate Gong**. Go back to the **Skeleton Pirate Captain** and talk to him. He'll take

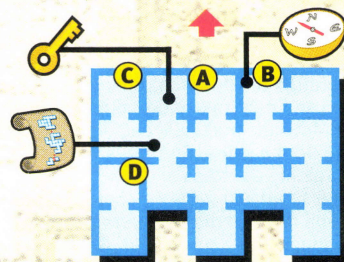
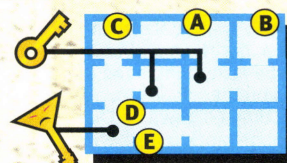
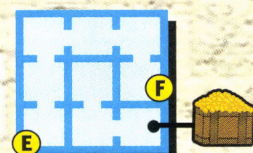
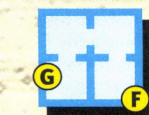
Link to the beach on the west side of Holodrum.

- On the new beach, leave the ship and go up. Walk into the house and open a chest of bombs. Throw a bomb over the gap so it opens the crack in the wall. Go through it, exit the house and change the season to Summer. Go back down to the ship, head left two screens, then climb up a vine. Walk up into the seventh dungeon.



leave the room and go up the stairs. In this room, defeat all the Skull Knights and move the uppermost block on the left. Go up through the door and jump into a hole. Walk down and around to get a small key. Use the trampoline, then open the door at the top to fight the mini-boss, **Vire**.

- After the battle, keep running right. When rollers come toward you, jump over them, then step on the button then go down. Step on the switch twice to find the stairs. Go up and watch out for Wall Masters. Use the magnetic ball to slay the beetles and walk left. Hit all the crystal switches with the **Boomerang** until they're red, then go down. Get rid of the Skull Knights and push the trampoline down until it's against the wall, then right four spaces. Jump on it and use your boomerang on the switch. Fall down the hall and use the stairs on the left. Go directly right and move the block right, then open the dungeon master's door at the top. Face and defeat **Manhandla**. The path to the artifact will be revealed after the battle.



Dungeon #7 Adventurer's Tomb

- This dungeon is a bit wacky, so you may wish to note your travels a bit.
- From the entrance, walk up one screen, left a screen, and then go around to the right. Go up until you reach a room with a ghost blowing out four torches. Before he blows out all the torches, run into the room to the right. Defeat all the Wizrobes to get a **small key**, then go back through the way you came. Go down two screens, left one screen, then head around to the right. Go up the steps on the left, then walk left and up. Equip the **Slingshot** with **Ember Seeds** and use it to light the torches. When the ghost appears, slash him and drop down the hole.

- Go up a screen, bomb the left wall, and go through the hole to find the **compass**. Leave and use the **Power Bracelet** to move the rollers to reach the stairs. Go left and up the





steps. Press the button to make a trampoline appear, then move it down two spaces and a space to the left. Jump on it and press Left to land on a button on the next floor, then fall back down and get the **small key**.

- Beat the Armoses with the **Boomerang**. Move the remaining statue onto the button, then go down the stairs. Cross the moving platform, go up, cross the bridge and go left. Press the lower button on the left and then the left one at the bottom of the room. Next, press the top button on the left, then the right button at the bottom. Get the **small key**. Now, go right and down.

- Use **North polarity** to hang onto the magnetic pole, then get on the moving platform to get to the stairs. Open the door below you, then move the top and bottom blocks to the left of the trampoline to the right. Move the middle block up now. Finally, move the top and bottom blocks that are to the right of the trampoline to the right, then move the middle block down.

Push the trampoline three spaces to the left and up one. Jump on it to get to the first floor. Walk left and collect the **dungeon map**. Go right and fall down the hole. Open the door on the right.

- Use the **Pegasus Seed** and the **Slingshot** with the **Ember Seeds** to quickly light all the torches. Once you have, another ghost will appear. This one has a lantern that attacks with flames; avoid them and hit the Ghini a couple of times to defeat it. Leave the room and head left. Swim through this room, diving to avoid the rollers, and take the stairs. Move left and defeat the knight closest to you. Use the **Magnetic Glove** to pull the other two until they're over the gap, then drop them. Go across the bridge, and then go up. Flip the switch at the top, then go back over the bridge and go up. Use north polarity to attach to the magnetic pole. When Link is to the right of it, let go.

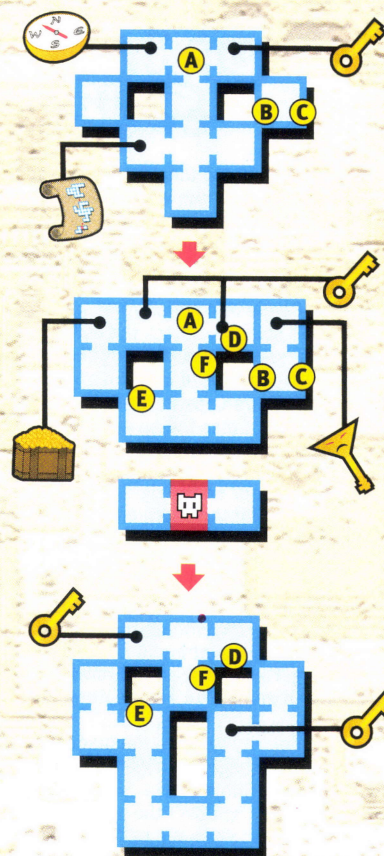
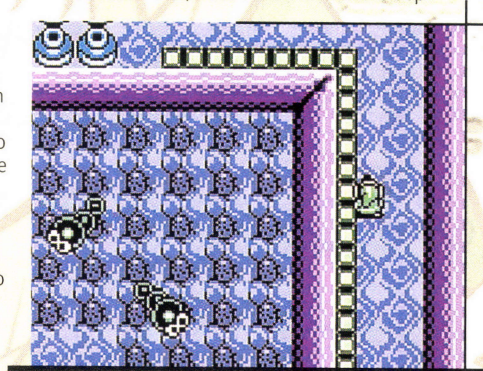
- Use the **Roc's Feather** and **Pegasus Seed** to reach the platform above and the one to the left. Use **Magnetic Glove** to bound around the room until you find a red trampoline. Jump onto it and fall into a hole. Go up and get on the moving platform. After it circles around once, jump to the chest to get the **Roc's Cape**. Go

back to the room with the rollers in the water, then go right one screen and up one screen. In the next room, go down the stairs.

- Go up to the bridge, then go over it and use the winged cloak to get over the gaps on your way right. Defeat the enemies, then push the trampoline up to the top, jump on it, and land on the moving platform above. Move until you are above the left ledge. Face right and use the south polarity, then jump off the ledge. Use the **Magnetic Glove** to put the ball on the button. Get the **small key** from the chest and go left. Push the statue onto the switch, then go down two screens, left one screen. In this room, go down the stairs.

- Open the block and wait until all the tiles are gone. Use the **Roc's Cape** to float down to the next area. Head down, around, and then up a few screens. Fall down, get rid of the Moldorms and go down. Use the **Roc's Cape** and a **Pegasus Seed** to cross over to the button and to get back. Move the block out of the way, take the steps, and go right to fight the mini-bosses, the **Two Poes** (keep the torches lit!).

- Beat the Poes, then take the stairs. Keep



going up, then go down the stairs until you reach a pole. Use the north polarity to stick to it. When you're below it, use south polarity to move to the platform below you. Use the **Roc's Cape** to cross to the next platform, then look left and use north polarity on the magnetic pole. At the left of the pole, use south polarity, then quickly face above and use north polarity to attach to the magnetic pole hanging there. When it rotates so you're above it, use south polarity to push yourself across to the weak floor. Now jump down and over the moving platform, then jump and go up.

- Defeat all the monsters in this room and get the **small key**. Leave and go back to the moving platform, then jump right. Go as far right as you can, then push the block above you out of the way. Walk up and right through the locked door. Jump over the gap and go up. Go into the water and walk down. Use **Pegasus Seed** and the **Roc's Cape** to jump down to the bottom switch. Jump back up and land on the top switch, then on the middle one. Get on the step that appears, go over the gap and walk up. Trip the switch, jump on the trampoline, and land on the moving platform by holding down. Go left by jumping from the platform, then go down the stairs.

- In the next room, strike both switches and jump over to the closed door. Jump to the other side and hit the blue switch. Jump back over and go through the door. Defeat all the Stalfos to get a chest with the **dungeon master's key**. Now go back to the maze with the stairs and Wizrobes—all the way back in the second basement. Use the stairs on the left, then the next set of stairs on the left, and finally the stairs in the bottom right corner. Walk left and open the boss door.

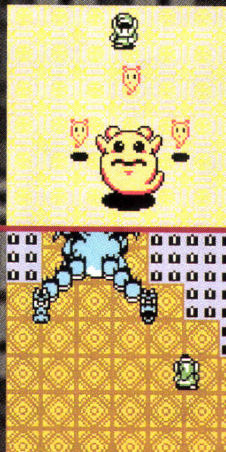
Dungeon Bosses

Mini-Boss: Poes

Dungeon: Adventurer's Tomb

Behavior: There's a Poe with a sword and a poe with a lantern. The sword Poe will try to slash you, and the lantern Poe will spit fireballs.

Strategy: Keep the torches lit with Ember Seeds! Slash, slash, slash. It'll take a while.



Gleeok

Dungeon: Adventurer's Tomb

Behavior: A two-headed dragon with four attacks. The first is to spit fireballs from each of its mouths. The next two send Podobos onto the ground, burning in place or splashing around. When Gleeok becomes a skeleton, it will try to pounce on the ground and charge into Link.

Strategy: Equip the Winged Cloak and Sword. Slash at his heads until they fall off. Once he becomes a skeleton, use the cloak to hover and slash as necessary.

Dungeon #8 Sword & Shield Dungeon

- Walk up a screen, and then right one. Use the **Slingshot** to hit the statue without an eye to get a **small key**. Go left a room and up two. Defeat all the enemies and walk up a screen. In the next room, get rid of all the Gels and bomb the cracked blocks. Use the magnetic ball to kill the Hardhat Beetle and get another **small key**.
- Go right two screens, unlock the block, and go down the stairs. Go down, slashing the snakes on your way. Dodge the rollers and go down the stairs. Use the **Roc's Cape** to reach the ladder on the other side. Cross the lava and dodge another roller - go down. Avoid the **Giant Spike Traps** and stand on the button in the top right. Go through the door on the right and up the stairs. Watch out for the enemies in the ice room and snag the **compass** from the chest. Go back down a screen.
- From here, go right and into the roundabout. Go up the steps, then to the left. Jump down and head right into the roundabout again. In this room, don't do anything until the Armos starts moving. Once he does, stairs will appear. Take them and go right to get the **dungeon map**.
- Use south polarity to move the magnetic ball into the south passage, then walk right until the ball is a space beside the lava. Switch to north polarity and walk right over the lava a couple of spaces, then back left so the ball is on the button. The bridge on the right will open. Head back to the stairs on the left. Go right and up the stairs. Walk left and slay the Armos. Move the lowest block left and get the **Hyper Slingshot** from the chest.
- Go right to the bridge and go down to the stairs. Walk up, cross the lava, and go left into the roundabout. Get the small key and go back into the roundabout. Go right and down the steps. Use north polarity to grasp the magnetic pole on the right to cross the lava. Continue right. Use the **Hyper Slingshot** to hit all three

statues at the same time to open some stairs. Go up the stairs. In the next room, use bombs on the cracked blocks to get the **small key**, and then go back to the stairs. Open the door on the right and fight the mini-boss, **Frypolar**. (Hint: see the bosses section in the first part of this guide)

- Beat **Frypolar**, then head up a screen. Light the torches so they're all burning at the same time, then go up the stairs. Walk up to find a puzzle. Push the lower block on the right down against the bottom wall, then right. Push the top block down, aside the block you just pushed, and then up so it hits a stone block above. Finally, push the last block down, right, and up. Push both blocks against the wall. Go up the stairs.
- Climb the ice blocks to move left and go across the conveyor belts. Go up, step on the button to make the bridge appear, and then go right. Run past the spikes and Wizzrobes to the right. Hit the switch with the **Boomerang** to make a bridge appear, then go down. Defeat all the

Dungeon Bosses

Mini-Boss: Frypolar

Dungeon: Sword and Shield

Behavior: One monster, two forms.

In his red, hot form, he'll create pools of flame. In his blue, cold form, he'll create crystals of ice that can give Link Frostbite

Strategy: You can use the Mystery Seeds to change his form. Hit the cold form with Ember Seeds. To hurt the hot form, wait until the cold form creates an ice crystal, then hit it with a Mystery Seed. Equip the Power Bracelet and throw the ice crystal at the hot form.



Zombie

Dungeon: Sword and Shield

Behavior: Zombie has three

attacks, and each is devastating.

The first is a triple fireball. The second is a magic shield that will petrify Link. The Zombie's third attack is a laser beam that sweeps from one side of the screen to the other.

Strategy: Equip the Roc's Cape to dodge the Zombie's attacks and stab it with Link's Sword as possible.

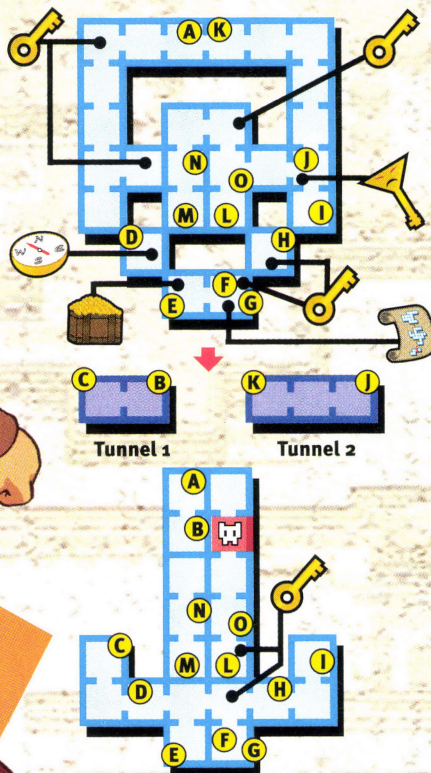
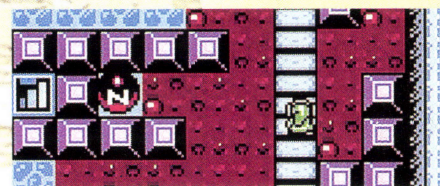


bats and the Pol's Voice and go down. Get the **boss key** and go down another screen.

- Fall off the ledge and go through the left door. Continue left and bomb the top wall to the right of the Owl Statue. Pay attention to the steps of the Armos - mimic them. This is difficult, since if you leave and come back in, he varies his path. Complete this and get the **small key**. Leave and pick up an Ice Crystal, then walk down. Throw the Ice Crystal into the flaming hole to freeze the lava.

- Go back up, grab another crystal, and get in the trolley. Drop the crystal and open the locked block. Pick it back up and throw it into the hole. Get back in the trolley, get another Ice Crystal, and get back in the trolley. Drop the crystal, change the switch below you, and get into the lower trolley. Throw the crystal in the hole on the right and get into the trolley. Hit the switch and get into the upper trolley. Walk down and take the stairs. Get the **small key**; go up and into the stairs on the right.

- Go right two screens and down. Get the **small key** and go back to the part of the dungeon that was full of lava. Walk down a screen and left. Go up the stairs. Get in the trolley and walk up some stairs. Go right, down and up more stairs. Head up and grab an Ice Crystal, then jump in the trolley. Drop the crystal, open the door, pick the crystal back up and go down. Get in the trolley and throw in crystal into the hole. Go down the stairs and up twice. Unlock the block and go right. Open the **dungeon master's door** to fight the **Zombie**.



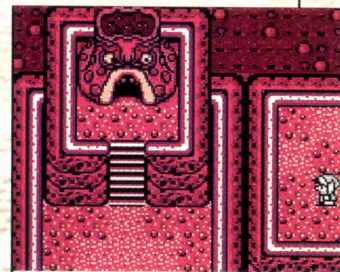


A Spectacular Eruption

- Use a **Gale Seed** to warp to the **Bait Fruit Tree** north of Holon, then walk the following pattern of screens: down, left, up, left, up, up. On the last screen, be sure to enter through the hollow log. Once inside, avoid the Knights and go up; jump over the holes using the **Roc's Cape**, then go right, up and right a single screen each. Change the season to Autumn.
- Go left two screens and up. Use **Pegasus Seed** to quickly run over the leaves, as standing on them too long will cause you to drop into holes. Go up, then down the path on the right. Switch the season to Winter, then go up and right. Cross the gap to land on

the snow bank, then go down to find a portal. Teleport and go up the stairs into the cave. Toss a bomb into the patch of lava here.

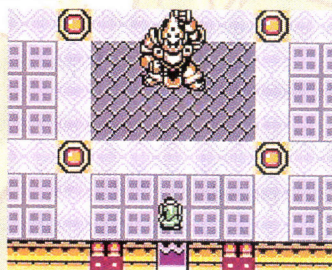
- Leave the cave and go back to the Overworld. Walk up and cross the lava. Go right twice and down. Change the season to Summer and then head right. Climb up the vines, go left and up into the door. Using the **Magnetic Glove** and the **Power Bracelet** as needed, walk right a screen, go up the stairs, and proceed left until you reach more stairs. Take then and walk left some more. When you find a portal, enter to reach the entrance to the final dungeon.



Quest For Peace

- Go back to the **Maka Tree** in Holon Village. He will give you the **Maka Fruit of Earth**. Now go back to the Temple Ruins. Go through the hollow log to reach the Temple Ruins. Go one screen up, left, and another screen up. The **Maka Fruit** will start glowing, allowing Link through the barrier. Walk up to reach Onox's Castle.

The Final Battle



- If you need some hearts refilled, equip the shield and go to either room on the right or left. Grab the Fairy inside, and block the tiles with the shield. Once you're done, go up. Defeat all the Wizrobes and continue up. Defeat the Knights and Wallmasters and go up some more. Beat **Facade** again following the same strategy as last time, then walk up. Look under all the pots to refill any life, and then keep going up.
- You'll now fight **Onox**. Defeat both his forms and you've saved Holodrum!
- If you've got Oracle of Ages, take your password into that game to continue your journey!

Next Month

Oracle of Ages

You didn't think that this was the end of the guide, did you? Remember, there's still a whole other game that you need to play through if you want to fight the ultimate final boss and see the true ending. Run to your local video game store and pick up Oracle of Ages today. Then, tune in next month for our strategy guide. Same Zelda time, same Zelda channel.

Final Boss

Onox

Dungeon: Onox's Castle

First Form: Onox will swing his iron mace, attempting to smash Link. From time to time, he may also produce whirlwinds or cause earthquakes - both of which send debris hurtling at our hero.

Strategy: Try to spin-slash Onox's first form. Use Pegasus Seeds for a speed advantage. When he picks up Din and tries to use her as a shield, knock her away with the Rod of Seasons and continue spin-slashing. Eventually he'll disappear.



Second Form: Once you've beaten his first form, Onox becomes quite a new beast altogether. Avoid his hands, as he'll either try to grab or punch at Link. Onox can cast a blue fire spell that creates a large blue flame that slowly approaches Link. Periodically, Onox will cast a red flame spell that sends fire balls out into a circle and then back into the middle of the screen.

Strategy: After approaching Din, you'll have to face Onox's second form. To beat this one, dodge his attacks and jump on his hands when he misses with a squash or punch attempt. Slash his face with Link's sword. To avoid his flame spells, use Pegasus Seeds and turn away from them at the last second.

After what seems to be an eternity, Onox will fall.





Start Your Engines!

by Greg Sewart
greg_sewart@ziffdavis.com

The release of Gran Turismo 3 is the event a lot of PS2 owners have been impatiently waiting for ever since that cold October night they stood in line for their chance to buy the console.

Man, was it worth the wait. GT3 isn't only a game, it's a legitimate work of art that's bound to drive the gearheads of video-gamedom into a frenzy with its almost limitless setup options and high speed competition. Whether you're into the tiny, sporty Japanese car scene or the bigger, meatier American racing machines, GT3's got something for you. Even if German or Italian cars are your thing, Sony's got you covered.

The following pages will introduce beginners to the basics, as well as provide a quick and dirty guide to earning some mad credits and cars. We hope you enjoy the game as much as we do.

database

time to complete 1 month
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best advice Learn to use that brake!

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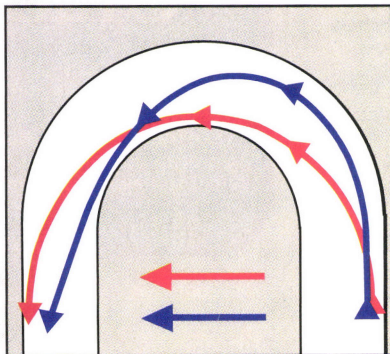


GRAN TURISMO™ 3

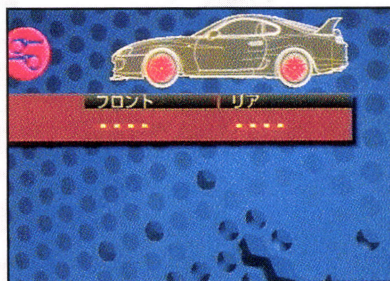
DRIVING TECHNIQUES

Introduction

The key to any hot lap isn't horsepower. Granted, that's a large part of going fast, but all the horsepower in the world won't do you a lick of good if you can't keep the wheels on the asphalt. In no game is that more important than Gran Turismo 3—they don't call it "The Real Driving Simulator" for nothin'. Keeping that in mind, we're gonna go over a few basic cornering techniques right now, so everyone pay attention. We'll also outline some of the finer nuances of driving different types of cars and how you should be upgrading them. Everyone ready? Let's begin.



The red line is a regular cornering technique, while the blue is a late apex.



Entering and exiting corners quickly is all about weight transfer in braking.

Basic Cornering

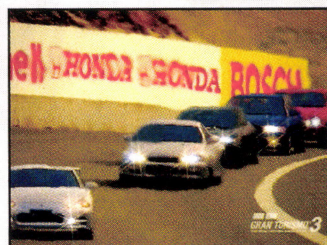
OK, the license tests will really teach you all this stuff, but considering good cornering is the key to going fast in Gran Turismo 3, let's go over it once more. The proper way to take most turns in GT3 is to hit the apex in the center of each curve (check out the red line on the diagram). As you approach, stay to the outside of the track and apply the brakes (remember what we learned about weight transfer?). Now turn the car and aim for the inside of the turn, and basically try to clip it with the corresponding side of your car. Now aim for the outside retaining wall and accelerate. You just took a turn as fast as possible.

On particularly tight turns you want to take a late apex. That means as you approach the turn don't touch the wheel, just slow way down. Now cut the wheel hard and don't stand on the

accelerator until you can almost see the exit of the turn (check out the blue line on the chart to the left).

Braking

Sure, you know you need to use the brake in Gran Turismo 3, but do you understand why? When a car accelerates the weight shifts from the center to the rear of the vehicle, weakening the traction of the front tires—that doesn't bode well, since you steer the car with those wheels. To correct this, you need to brake in order to transfer all that weight to the front wheels before you turn, thus creating more "bite" in those tires and making the turn easier. You'll notice as you start to accelerate again that the nose of your car will start to slide, or "push," toward the outside of the turn again. When you understand this basic principle, Gran Turismo 3 becomes a lot easier.



"Esses"

The shortest distance between two points is a straight line. Nowhere is that more true than when navigating "Ess" turns in GT3. Forget everything we just taught you, because none of it applies to a set of these curves. Instead, try to see where you'll be exiting the series of turns, and then aim straight for it. It takes some practice, since some turns are tighter than others are, but basically you want to just hit the apex of each curve, turning the wheel as little as possible in the process. Check out the diagram to see what we mean.

Upgrading 101

Upgrading the right parts normally turns the most worthless crap you buy or win into a lean, mean racin' machine that'll make your competitors quiver every time you gun the engine. You have to be willing to spend some green on your chariot, but in the long run you'll find you can win almost any race you qualify for in a fully souped-up vehicle.

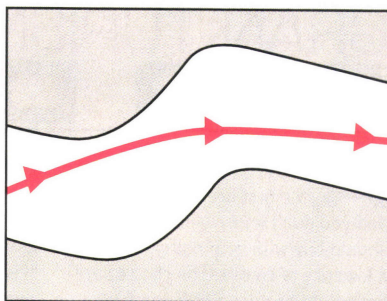
Probably the first thing you should spend your credits on is a brand new ROM chip. These are generally inexpensive, and you'll find the moderate horsepower boost they provide oftentimes makes the difference between a sixth place finish and a top three showing.

The next thing on the list should be a full racing exhaust. Although it's a tad more expensive than a ROM chip, the horsepower boost is usually pretty big.

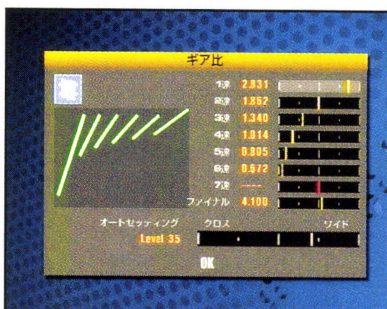
Next, you should concentrate on acceleration. Buy the best transmission and parts you can, as well as some better brakes. Be warned, if you buy the performance tranny the computer will automatically set up your gear ratio for fast acceleration but very low top speed. You'll notice it when you red-line the tach in sixth gear even though you've got power to spare. What you need to do it go into the settings screen before the race and set the ratios at the 2/3 mark (check image). Gearheads might want to mess with each individual gear a little, but generally this is the best setting.

Finally, buy some tires.

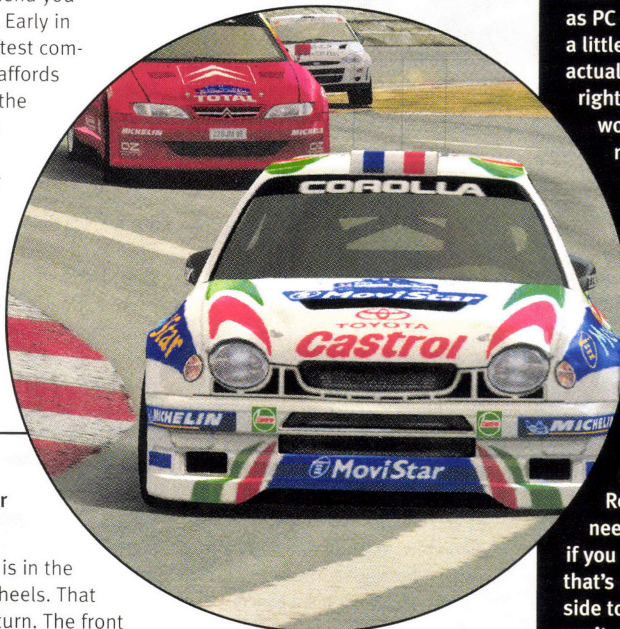
Within the race tire menu you have a lot of choices. Early in the game buy the softest compound you can, as it affords the most grip out on the track. However, when you start entering races where tire wear becomes a factor, switch to a harder compound; otherwise you'll find your tires giving out after only a couple laps, and that ain't good.



The quickest way between two points is a straight line.



Generally you want the right bar to touch the upper right corner.



Choose Your Weapons

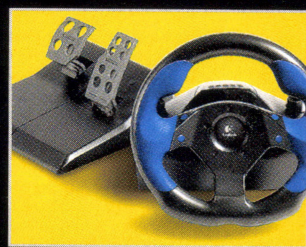
All of the cars in Gran Turismo 3 can be divided into four categories. Here's what they all mean:

4WD: That's four-wheel drive to you and me. The engine is in the front of the car and the power is distributed to all four wheels. That makes this the most stable ride you're likely to find in a turn. The front tires tend to wear a little faster than the rears in a 4WD vehicle since they have to deal with both wheel spin *and* steering.

FR: Engine is in the front, power to the rear wheels. That means all your front tires are good for is steering. You'll find that the rear tires wear a little faster on one of these cars thanks to all the wheel spin you get in the turns. You'll also notice that if you stomp on the gas while you're cutting the front wheels, the rear end will tend to swing around. Remembering weight transfer in braking and accelerating is paramount in an FF car.

FF: Engine in the front, power to the front wheels. Basically, your front tires will be dragging the rest of the car around with you. You'll find it's much harder to spin out in an FF vehicle, and much easier to motor out of the turns. However, the front end will have a tendency to "push" to the outside of any turn if you brake too late.

MR: Mid-engine, power to the rear wheels. An MR car behaves a lot like an FR one. Of course, with all the extra weight near the back of the car you get much better bite, and it's a lot easier to slide the rear out if you get on the gas too early in a turn. These cars have a tendency for more horsepower, too.



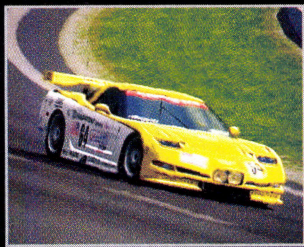
Peripheral Paradise

Gran Turismo 3 represents the first console racing game to have a high-quality racing wheel introduced specifically for use with the game.

Logitech, creator of top-of-the-line PC racing wheels, was contracted to produce the GT Force wheel for the game. Two versions exist, a red one and a blue one. Both use the USB connector on the PlayStation 2, but the red wheel can also be used as a general-purpose wheel for other PS2 racing games as well as PC games. The blue wheel is a little more specialized—GT3 actually has the drivers for it right on the disc, so it doesn't work with most earlier PS2 racing games. However, Sony is making it open-source, so look for games like Twisted Metal: Black and Tokyo Xtreme Racer Zero to support it.

So how does it feel? Absolutely awesome. Nothing else on a console has ever come close to the realism you get with the GT Force. Remember, though, you need a table-top to clip it to if you want to use it. In fact, that's probably the only downside to the wheel. You simply can't use it on a coffee table or sitting in your lap. Ah well, good posture is a small price to pay for racing action this good.

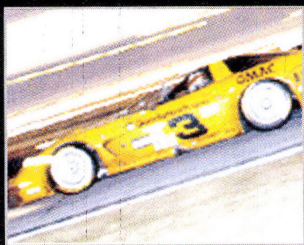




The Man In Black

Seven time Winston Cup Champion, Dale Earnhardt, and his son, Dale Jr., are well known for their circle track abilities. What does this have to do with Gran Turismo 3, you ask? Well, one of the cars you can win in the game is the Corvette C5R. The very same car (though with a different paint job) that the Earnhardts drove in the 24 Hours of Daytona race back in February. In just their first attempt at such an endurance race, they ended up finishing fourth overall and second in their class (their teammate, Ron Fellows, actually won that class), proving that the two Dale's had the talent to do something other than turn left at 200 mph.

Sadly, two weeks later on the final lap of the Daytona 500, Dale Earnhardt was involved in a wreck that ended his life. He was running third at the time. His son Dale Jr. finished second that day, and his latest driver, Michael Waltrip, scored the first victory of his career.



GRAN TURISMO 3 A-SPEC FOR DUMMIES



Alright, so you've completed the first license test (right?) and you don't know which car you should buy with your paltry allowance of credits. The choices are limited, to be sure. But if you follow this handy quick guide, you should be racking up the credits and free cars in relatively no time.

First, go buy a Toyota Sprinter Trueno GT Apex. Yeah, it's ugly and it looks like something your dad drove before you were born; nonetheless, we all have to start somewhere. Enter races in the Sunday and Clubman cups, as well as the FR and NA-class races. You'll find that placing in the top three is a rarity, but don't worry; progress is being made.



Soldier on, and sooner or later you'll start earning enough money to buy some upgrades. Go for things like a new ROM chip and a racing exhaust system. Avoid high-priced upgrades that offer very little performance increase (that's good advice for the entire GT3 experience). Be sure to buy a better transmission, too. Some decent tires wouldn't be a bad idea either, but only if it's not going to take too many credits.

As you win new cars, sell them immediately. Most of them are crap anyway. What you're hoarding your credits for is a Mitsubishi Lancer

Evolution VI. It's the key to progressing quickly in Gran Turismo 3.

The Evolution, in GT3 Producer Kazunori Yamauchi's own words, is "invincible." Considering its impressive specs when first bought, it's not hard to see why. With a 280 horsepower, turbo-charged engine and



four wheel drive, it's perfect for the twisty courses found in GT3. Very few cars can compete with the Evo on the amateur level.

Spend every cent you win to upgrade your Evo, including some fairly hard compound racing tires. Also, be sure to buy all the lightest gear like new brakes and all three weight reduction operations. Once you have the Evo up to around 560 horsepower and have earned an "ia" license, it's time to enter the Super Speedway 150 mile endurance race. This race is a bear. Although you might not be the fastest car in the field, chances are you can with this race on pit strategy alone. Most of your competitors will pit approximately every eight laps or less. Keeping that in mind, no matter how bad your tires look, only pit every 10 laps (i.e. when the lap counters says 11, 21, 31, etc). Using your superior pit strategy, you should not only win the race, but have at least a lap or more on the entire field.

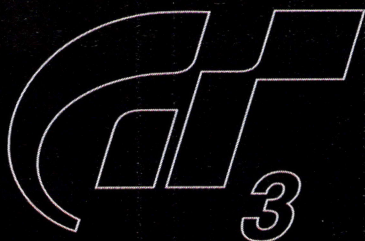
Now here's where fate takes over. Winning the endurance races awards you with one of four pre-determined cars. The problem is that the one you get is chosen randomly. If all goes well, though, you should end up with the Fogo Formula car. This thing is super-fast and super-stable, plus it can enter almost 50% of any races in Gran Turismo mode. Enter and win every race this thing qualifies for and by the end of it, all you should have well over 500 million credits and dozens of cars in your garage.

Now that you've got all that money, you barely need to use it. Go back and start finishing off the races you skipped early on because the Fogo didn't exactly meet the qualifications for them. Simply choose the best car out of your garage that qualifies for each event, upgrade it as much as possible (with all that mad dough you've got) and blow the competition away. Every once in a



while you might have to spend some cash on a new car. Just buy the top of the line, moneybags!

There you have it. The beginners guide to fame and glory in the world of Gran Turismo 3: A-spec. But wait! As if we haven't made it easy enough for you, read on to find out how to cheat on some of the more difficult tracks in the game.





Cheaters' Corner

You can't cheat your way to a top license, but you can get one up on your competition during a real race. Certain tracks—like Apricot Hill and Trial Mountain—have chicanes on them that aren't bordered by walls. That's your cue to do a little "agricultural racing" and cut those corners by driving through the grass or dirt surrounding them. Sure, it's not the most noble way to win a race, but come on—we're in this for fun and profit, not to gain the respect of a bunch of faceless competitors...right?

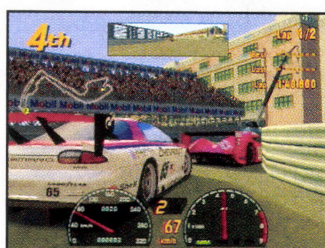
Another tactic you might try is using other cars as bumpers. If you're following an opponent into a turn and want to get past him, just don't use your brake. Instead, hit him as he slows down for the turn. Basically, it should put him into the wall and slow you down enough to make the turn relatively comfortably. Likewise, if you're in a turn and have a car on the outside of you, accelerate early. Don't worry if you start to slide out, since the car beside you will keep you on the track. Of course, he might hit the wall in the process. Oh well, there's the breaks.

Oh...One Last Thing

Never forget to change your oil after every race or series in Gran Turismo mode. When your oil light comes on, you can bet your car's about 20hp less powerful than it should be. That may not sound like a lot, but it's usually the difference between first or second place in the Professional league.



Aim for the dirt to take as straight a line as possible.

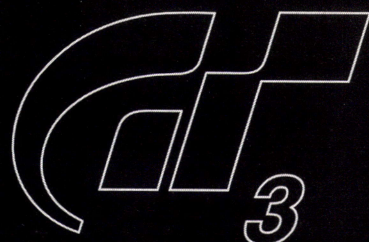


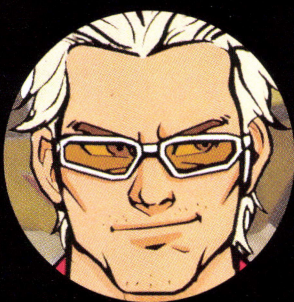
Fanatic's Forum

We knew Gran Turismo 3 would be popular, but we never thought we'd see something like this. One hardcore fan actually put together the entire setup you see here from scratch, giving him a comfortable, permanent place to play GT3 as realistically as possible (except for that big easy chair. What? No bucket seat?). Not only that, but he also added a silver finish to the inside and floor of the unit, hand-made GT3 logos all over the place and even a specific spot for the GT3 DVD case. This guy's dedicated!

We love this stuff. It's nice to see that someone so obviously into games has gotten just as passionate about cars thanks to Polyphony's incredible racing series. Or is that the other way around?

Anyway, If you happen to run across anything else cool like this on the net, e-mail a link to either the pictures or web site to greg_sewart@ziffdavis.com and he'll be sure to find a way to feature it in the pages of either XG or our sister mag, EGM.





The DC Ain't Dead Yet...

by Mo Hain
xg@ziffdavis.com

Here we are months after Sega made the monumental mistake of killing the best system on the market and yet another excellent arcade-style game makes its way to the system—just hope you can find it in your favorite store hidden behind all of those PS2s and Shaq Hoopz games.

If you played the first Crazy Taxi, you know what to expect. You're a crazy cab driver taking people to where they need to go. In Taxi 2, this means flying around the hectic streets of The Big Apple. To add to the mayhem, you now have a Jump button, which adds a huge element of strategy when you're looking for shortcuts. Also, there are now groups of two to five people you can pick up at one time. These groups of people give you huge bonuses.

All around, Crazy Taxi 2 is a little short, but it's still a great game.

database

time to complete 5 hours
challenge Moderate
best item Afro passengers!
best character Iceman
best advice Use the Jump
also try Driver, Crazy Taxi
system Dreamcast
publisher Sega
developer Hitmaker



www.sega.com



The "New" Engine and Characters

Although Crazy Taxi 2 differs little from its predecessor, there's still a couple of new features that we should point out.

Jump

The best addition to the game is the Jump button. Not only can you use it to avoid head-on collisions, but you can also use it to get to rooftops and expressway bridges. Using the Jump button can give you access to better shortcuts and save you time.

Crazy Pyramid

The Crazy Pyramid section is CT2's version of the Crazy Box. There's five sets of levels (and a secret one at the end), with 16 minigames to solve. Be sure to play through this part of the game to unlock all the secrets.

Your Driver's Name Is...

Although they don't drive any differently than the original characters, they've got plenty of New York attitude to mix things up.

Slash

Slash is the Axel of Crazy Taxi 2. He's pretty much average in every area.

Cinnamon

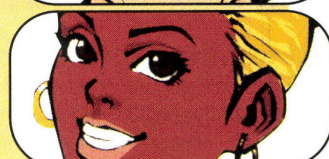
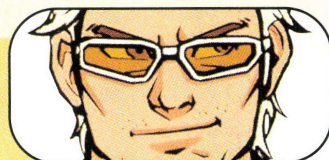
She's awesome. She doesn't quite have the speed of Ice, but she turns and accelerates the best out of all the characters.

Iceman

Although he's definitely got speed, Iceman's a little weak in the acceleration department. He also doesn't turn that well, either.

Hot-D

The old man makes up for his lack of speed with good acceleration and a turning ability that rivals that of Cinnamon.



Group Fares

The red, yellow and green money symbols above each of the fares indicate how far away the requested destinations will be (red=close; yellow=mid-range; green=far). In addition to these standard symbols is a blue circle with a number in it. The blue symbol is new to Crazy Taxi, and it represents a group fare. The number inside the symbol indicates how many passengers you'll be picking up (between 2 and 4). When you pick up a group fare, you have to drop off each passenger to their respective destinations in the allotted time or lose the whole fare. In group fares, your tips are doubled, tripled or quadrupled depending on how many passengers you have.

Crazy Pyramid and Secrets

The Crazy Pyramid is a series of minigames that you can play to hone your driving skills and unlock special items in the game (each row of the Pyramid unlocks special items such as the bike as your vehicle or maps of the two arcade-style levels—you can even open up the characters from the original Crazy Taxi!). When we first started playing this game, we were really looking forward to having more Crazy Pyramid levels than the 16 we got. Don't get us wrong—the 16 Crazy Pyramid minigames are highly imaginative, and some are very challenging (especially the Tours); we were just hoping for more.



Group fares are always blue.
The more the merrier!

CRAZY PYRAMID

CABBIE	SLASH	PROFILE
1-1	1-1	1-1
1-2	1-2	1-2
1-3	1-3	1-3
1-4	1-4	1-4
1-5	1-5	1-5
1-6	1-6	1-6
1-7	1-7	1-7
1-8	1-8	1-8
1-9	1-9	1-9
1-10	1-10	1-10
1-11	1-11	1-11
1-12	1-12	1-12
1-13	1-13	1-13
1-14	1-14	1-14
1-15	1-15	1-15
1-16	1-16	1-16



www.videogames.com



5-1 Crazy Jump 2

The Crazy Pyramid starts you out with an easy task where you simply have to jump as far as you can off the end of a ramp (hit the **Y** button to jump). A hint for a longer jump is to constantly boost. To boost, release the **R** button, press the **B** button and then quickly hold **R** again—doing this several times down the ramp will ensure that you clear the level.

GOAL: To jump over 250 meters.

PLACING FIRST: Try boosting right at the end of the ramp and jumping right at the edge.



You'll have to clear 300 meters if you want to grab 1st place.



5-2 Crazy Golf

Your job here is to use your cab as a golf club and to knock the giant golf ball as far down the fairway as you can. The best advice for this level is to boost once (twice if you're fast) and hit jump very close to the ball. If you did it right, you will come up just beneath the ball, which will give you the extra power you'll need for some huge distances. Don't come in too low, though—aim for the spot on the ball that's about 1/3 up from the tee.

GOAL: Attack the ball and make it fly at least 100 meters

PLACING FIRST: First, hit Reverse and back up as far as you can go (but don't go into the water). The extra space you'll get will let you build up more speed before you hit the ball.



A far-away view shows you just how far your "drive" goes.



5-3 Crazy Hurdle



This is about the right time to jump. The timing is simple.



Running into one will slow you down about five seconds.



The 11 hurdles you have to clear in this level are all evenly paced, which makes this minigame a breeze. Hitting a hurdle takes about three to five seconds from your time, so be careful. Also, being in the air will slow you down. Whenever you jump, you won't be going as fast as you would if you were one the ground, but if you boost just as you're landing, you should make up for any lost time.

GOAL: Reach the goal within 40 seconds.

PLACING FIRST: This one is really easy. Time your jumps right and boost in between and you should place first.

5-4 Crazy 3-Jump

The purpose of this level is to show you that you can link up to three jumps together for a sort of jump combo. Linking jumps together allows you to jump higher than a regular jump. To pull off this jump combo, simply jump, then press the jump button again right as you're landing. This hop, skip and jump method only works with the three jumps, so jumping a fourth time won't give you any more height or distance.

GOAL: Hop, step and jump over 200 meters.

PLACING FIRST: Back up like you did in Crazy Golf to get more room to build up speed. Also, keep in mind that you can boost before every jump.





5-5 Crazy Balloons 2

Pretty simple: just pop the balloons. Because a little over half of the balloons are touching the ground (even some that clearly look too high), drive around and get the ground level balloons first. Once they're all gone, head for the ones in the air. You can knock out a couple of these airborne balloons at the same time by using the Drift Hop. To do this move, press the **B** button, then press the **A** button, then turn and press the Jump button.

GOAL: Pop 15 balloons in one minute and 20 seconds.



The "hop" part of the Drift Hop move is new to Crazy Taxi 2.

PLACING FIRST: Try Drifting and Drift Hopping to get multiple balloons with one swoop.

4-1 Crazy Ramps

The ramps on this course shift slightly from left to right and become increasingly narrow as you progress. The best strategy is to refrain from Jumping and to keep your car under control. Jumping makes you shoot way higher than necessary and it takes too much time. Similarly, swerving around on the ground isn't exactly putting you in the position to take the "straight line" approach—each turn you make on the road slows you down.



As soon as you clear the wall, aim directly for the next ramp.

GOAL: Jump over nine walls and get your fare to the destination in 50 seconds.

PLACING FIRST: Placing first in this event is going to be tough. Stay on target, don't swerve around too much and use your Boost.

4-2 Crazy Road

This level is a long bridge with no guardrails to keep you from falling. Take advantage of the generous time limit by slowing things down. Don't be too much of a grandma, though—the time limit isn't *that* generous. Also, it may seem impossible, but if you're in a real jam with another car coming up, you can do a small Jump. It's not for beginners, but it beats falling to your doom!

GOAL: Get your fare to the destination in 50 seconds without falling off the edge.

PLACING FIRST: If you stay toward the middle of the road, you should be able to reach the end in a good time. You'll still have to brake when you get near the end.



Try to stay in the middle, where you can bump people and live.



The end of the level is tricky, so be safe and slow down.

4-3 Crazy Turn 2

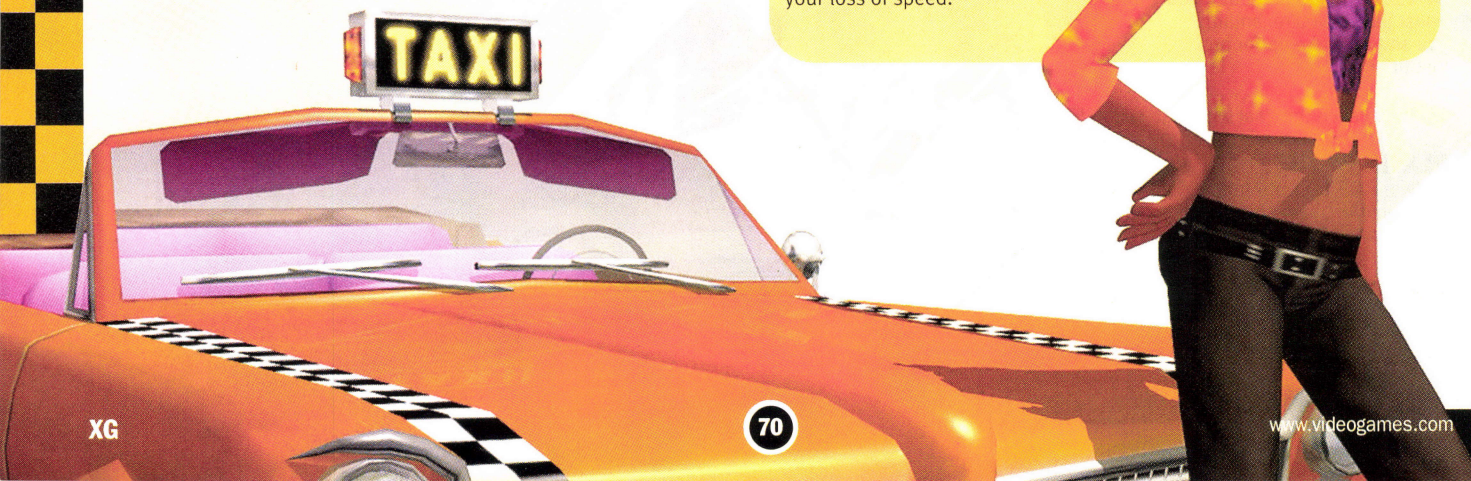
This minigame is meant to test your Drifting and Drift Hopping skills. Drifting will keep you moving in a smooth, continuous motion as you ascend the circular tower. Regular turning, on the other hand, will have you jerking around a little too much—you'll just accelerate, brake, turn and probably fall short on time. The "hopping" part of the Drift will come into play when you encounter the obstacles that litter the road on your way up. Simply hit the Jump button when you're in a Drift and should clear whatever's in your way without a problem.

GOAL: Get your fare to the destination in 40 seconds.

PLACING FIRST: Try to Jump toward the inside corner of the stairs, and remember to Boost just as you land to make up for your loss of speed.



You don't HAVE to Drift Hop to clear the stairs, but you should.





4-4 Crazy Jam 2

This level has one main road with two overpasses. The destinations for your fares are on the left and right side of these overpasses. Just jump onto the overpass and make sure you do a Drift turn before your fare gets out. There is enough time on this level where you could jump to avoid the many people on the road, but that will lose time and you should be able to just swerve through them. There's not nearly as many obstacles as there will be during the game, but it's close!

GOAL: Get the group fares to the destinations within one minute and five seconds.

PLACING FIRST: Make sure to put the rear end of your cab just barely inside the boundary when you Drift. Facing forward before you drop off the fare will allow you to quickly go back to the main road or ahead to your next destination.



Make a quick Jump and you'll find two of the four checkpoints



Drift as you drop off your fares to put you in good position.

3-1 Crazy Rush 2

Jump between the buildings to drop off your fares. Time your jumps so that you're hitting the Jump button right as you hit the edge of the building—a little Boost before your Jump won't hurt. For extra time efficiency, be sure to Drift right before you drop off your fare—this way you won't waste time turning around to face the next destination.

GOAL: Get the group fares to the destinations within one minute and 15 seconds.

PLACING FIRST: You have to go from one extremity to the other, and the route doesn't really matter (just don't double back and waste time). Drifting is the key to victory here.



There are four fares in all, which makes for over 10 jumps.



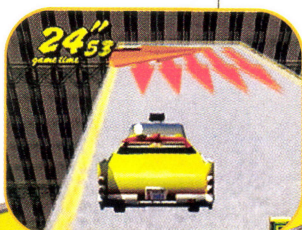
Jumping just a second too early will mean a long trip down.

3-2 Crazy Drop

This level is a real pain. There are eight roads stacked on top of each other and you have to drop down each one to reach the destination on the bottom level. This is one of those levels where you don't exactly have to use the skill that the game is trying to teach you in order to win. The level is meant to be a lesson in Drifting, but you have more than enough time to beat it with "normal" driving. Since Drifting can cause a swift death to beginners, the following strategy might sound better. First, drive slowly to the left of each platform, then start to turn right just as you fall off the ledge. You'll usually bounce facing the right way with a little help from you holding Right. Don't go too slow, but a nice, leisurely pace will let you make it in plenty of time.

GOAL: Get your fare to the destination in one minute without falling!

PLACING FIRST: To get a first in this, say a prayer, then do a Drift turn as you drop off each ledge so you are facing toward the next drop. As usual, Boost as you land.



3-3 Crazy Stairs

The stairs on this level kinda looks like a high school's bleacher seats. Only the bleachers in this case are giant and staggered and not good for much of anything besides testing your Crazy Taxi 2 Jumping skills. The best way to tackle this challenge is to Jump right at the beginning of each new stair. A well-timed jump (if you have the speed) will allow you to jump onto the next stair without a hitch. The set-up of this minigame provides the perfect opportunity to try out the "hop, skip, jump" method described in the "Crazy 3-Jump" section. The "hop" and "skip" will get you the height you need, but the third, "jump," part of the move will be hard to land on the narrow roads.



So close and yet so far. Try to slow down a bit before the end.

GOAL: Get the fare to the destinations within one minute without falling off.

PLACING FIRST: To get a fast time, try to turn slightly diagonally on the first of a set of jumps so all you have to do is jump on your way up. As always, the less turning the better.





2-1 Crazy ZigZag 3

Although this level is supposed to be another lesson in Drifting and Drift Hopping, you really can get by with “normal” driving. The way you’re “supposed” to do things has you Drift Hopping onto each raised platform on your way up to the top of the level. If you overshoot your jump and Drift off the side of the platform you just landed on, however, you’ll die. If you haven’t mastered the Drift, an easier approach would be to Boost along the straightaways and then slowing down before each jump. Be sure to aim your jump toward the inside of the turn to ensure a safe ascent and subsequent landing. The Drift Hop will get you there faster, but the way we just described is quite a bit safer.



To clear with no Drifting, jump right on the rising platform.

GOAL: Get your fare to the destination in 35 seconds—and don’t fall in the water!

PLACING FIRST: Drifting is the fastest way to the top. To make your Drifts a little safer, tap the Jump button just enough to get you up to the next stair. If you hold down on the Jump, you’ll end up in the drink.

2-2 Crazy Arches

This level is similar to the “Crazy Stairs” minigame, where you must jump through a series of parallel roads. The new twist? The roads here are slightly arched, which means you can jump from the apex of one road, skip the road next to you, and land on the decline of the next road over by using the “hop, skip, jump” technique. Boosting is paramount on this course, because the gaps between the roads are far too wide to cover with just a regular jump. Also, shorten the distance between you and the next road by staying as close to appropriate side of the road as you can. If you stray too far to the wrong side, you’ll end up falling too short on your jump.

GOAL: Get your fare to the destination within 35 seconds.

PLACING FIRST: Just straighten out after every jump and slow down at the end to avoid falling.



This is how not to do it. Stay on the side near the next platform.



On this middle jump, wait until the end of the platform to jump.

1-1 Crazy Tour

It’s time to test what you have learned on the Around Apple map. This level will make you think you were playing a kid’s game before. It’s amazing what you have to do to drop everyone off. Start things off on the right foot by choosing the proper path for your first fare. You’ll be presented with three possible paths—choose the path that has you following the same direction of traffic. After this first fare, the Crazy Tour is basically an exercise of trial and error. If you look at the map on the next page, however, you can easily find the quickest routes for where you need to go. Look for roofs to jump over and try to use the expressways when you can. After that, the best strategy is to know which way you have to Drift to be facing the next destination.



The roof ahead is what you want to look for for fast times.

GOAL: Get 29 fares to their destinations in six minutes. Yeah, it does seem highly impossible.

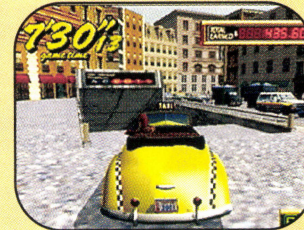
PLACING FIRST: Ha ha ha....OK, excuse us. Realistically, it will take you a long time just to pass this course. Once you do, you’ll see 1st place is a good 10 seconds faster. It means you need to find more shortcuts.

5-5 Crazy Tour 2

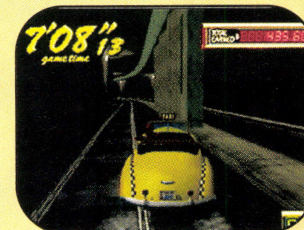
To learn what you can about Small Apple, check the next page. The destinations can be done in any order on this level, so there are literally hundreds of possible combinations. The best thing to do is find the shortcuts and map out a route that follows them. It appears like Sega wants you to follow certain routes because they do line up with destinations (especially with a little Drifting). Watch out for Taxi 1-style underground subway areas, too!

GOAL: Get more than 30 fares to their destinations in six minutes—which seems even more impossible!

PLACING FIRST: You never will come in first without tons of practice and knowing the Small Apple map like the back of your hand.



The way to beat this level: Learn the subway system!

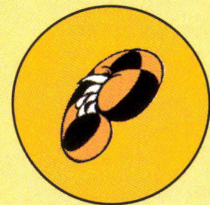
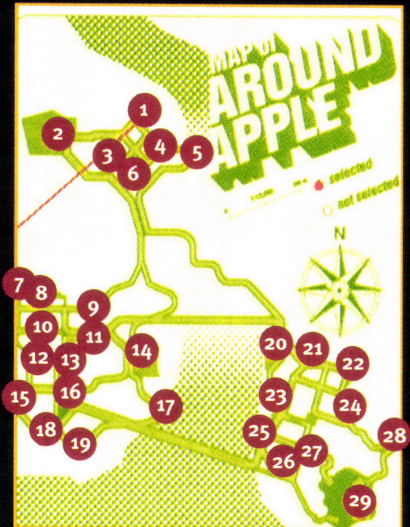




Around/Small Apple Maps

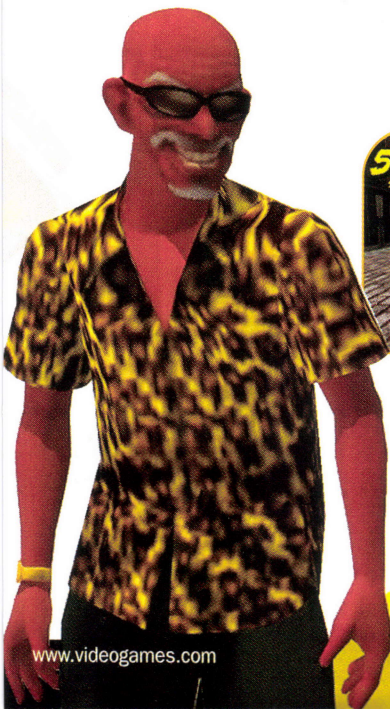
The Around Apple level is the larger of the two levels. As a result, it may seem a bit harder despite its fewer stops. As you can tell by the map, it's split into three main areas by way of long highways. There is a rooftop you can jump near 23 and another in between 7 and 8. Doing well on this level just requires you to use common sense and to know the map. It may seem like a dumb thing to say, but remember that you have a Jump button. Long-time Taxi players should avoid getting in the habit of just driving and not noticing the types of shortcuts you can find over fences and by jumping onto the overpasses.

- | | |
|----------------------|----------------------|
| 1) Fire Station | 16) City Hall |
| 2) Stadium | 17) High School |
| 3) Hospital | 18) Bank |
| 4) Police Station | 19) Public Library |
| 5) Zoo | 20) Depot |
| 6) Post Office | 21) Supermarket |
| 7) The GAP | 22) University |
| 8) FAO Schwarz | 23) Factory |
| 9) Jeweler's Shop | 24) Church |
| 10) HMV | 25) Burger King |
| 11) Stock Exchange | 26) Basketball Court |
| 12) Hard Rock Cafe | 27) Art Museum |
| 13) Department Store | 28) Station |
| 14) Hotel | 29) Botanic Garden |
| 15) Courthouse | |



Although this level is not quite as big as Around Apple, there's plenty of shortcuts, steep hills with obvious jumps, and winding roads. Even though the few extra stops makes the S-S level in Pyramid an absolute joke, it's really not any more difficult than the unavoidable long highway drives in Around Apple. Watch for low rooftops—they are mighty obvious. Also, jump completely over the zig zags such as the ones that are near the University in the upper corner of the map.

- | | |
|---------------------|------------------------|
| 1) University | 19) City Hall |
| 2) Burger King | 20) Clock Tower |
| 3) Basketball Court | 21) Church |
| 4) Fire Station | 22) Supermarket |
| 5) Police Station | 23) Bank |
| 6) Hard Rock Cafe | 24) Bus Terminal |
| 7) The GAP | 25) Stock Exchange |
| 8) Band Shell | 26) Law Court |
| 9) Karate Dojo | 27) Central Terminal |
| 10) Opera House | 28) Hotel |
| 11) HMV | 29) Tempura restaurant |
| 12) FAO Schwarz | 30) Heliport |
| 13) Boathouse | 31) Department Store |
| 14) Art Museum | 32) Public Library |
| 15) High School | 33) Ferry Port |
| 16) Hospital | |
| 17) Post Office | |
| 18) Stadium | |





Drive Me Crazy...

by Andy Strategy
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This guide will show you each of the levels in Story Mode, and the best way to tackle the opposition you'll face. It will also go into detail on the locations of the Hidden Cars and the Secret Cubes that unlock levels for the multi-player modes.

For each level there are two factors to consider before playing. The first thing you should look for in each level are the locations where you can restore your health. As you stay alive, the other cars will whittle each other down, making it easier for you to swoop in for the kill. Second, you must find ambush points, i.e; locations where you can protect yourself while suckering the opponents.

Twisted Metal Black is by no means an easy game, but with this guide you should have enough information to give you that crucial edge.

database

time to complete **24 Hours (all cars)**
challenge **Hard**
best item **Reticle**
best character **Minion**
best advice **Avoid the clusters of enemy cars**

also try **Vigilante 8**

system **PS2**
publisher **Sony**
developer **Incog Inc**

www.scea.com



twisted metal: BLACK™

The Weapons



Machine Guns

Damage: 1-5

Your standard weapon, always fire it in addition to the other weapons you may be using to do some extra damage.



Fire Missile

Damage: 8

Although it has only a limited homing ability, these missiles are ideal for taking pot shots at the enemy cars.



Homing Missile

Damage: 5

These are exactly like the Fire Missiles, except that they home in on opponents better, and do not hit as hard.



Power Missile

Damage: 20

These missiles are extraordinarily powerful. However, they have no homing capability at all.



Gas Can

Damage: 11

You can trigger the Gas Can to fall on an enemy car, and if you hit dead-on, you'll hurt your opponent even more. Note: Hit Down, Up, Down to drop the Gas Can behind your car.



Ricochet Bomb

Damage: 9

These bombs will bounce several times around an area before blowing up. They work well in tight corridors.



Environment Hazard

Damage: Special

These weapons vary from level to level. For additional information, check out the level maps.



Skill Reticle

Damage: 7-70

Highlight an opponent with the Reticle and keep focused on the enemy car. Fire when the counter reaches 1.



Skill Satellite

Damage: 7-70

Trigger the Satellite with the L2 button and try to line an enemy car up on the target that appears. When the target glows red, tap L2 a second time to trigger the attack.



Skill Zoomie

Damage: 2-20

This weapon is a simple spray of missiles. They have limited homing capabilities, so you'll need to aim somewhat.

Restoring Your Life

Repair Stations: These useful devices will completely restore your car to its optimum health. However, you must drive straight through them in order to get healed. Repair Stations can only be used a certain number of times before they shut down permanently.

Health Power-Ups: These little bits of health are great for restoring small amounts of damage. Grab these whenever you can, even if you don't need to be healed—it prevents the other cars from healing.

Mercy Killings: After you destroy an enemy car, its driver will run around the screen for a few seconds before he or she disappears. If you hit the driver within these first few seconds, you'll get a small health bonus.

Energy Moves

Freeze Missile

Damage: 1

Up, Down, Up, Up
Use this attack to Freeze an opponent to open him/her up to your nastiest attacks.

Mine

Damage: 10

Left, Right, Down

More often than not, when you trigger a mine, it will be by accident. Mines can thwart rival cars from chasing after you.

Charge-Up Mine

Damage: 20

Left, Right, Down (hold), Down
This is a more damaging version of a mine. If you have time to pull it off, this weapon makes an excellent trap for the enemy.

Jump

R1 + L1

This useful maneuver can help you throw off pursuit, as well as help you reach hard to get to areas of the levels.

Shield

Right, Right, Down

Protect yourself with the shield before wading into the thick of combat. It drains a lot of energy, but it's worth it.

Invisibility

Left, Left, Down, Down

Want to give your enemies a nice surprise? Turn invisible before you attack with your strongest weapons!

Rear Attack

Left, Right, Down + L2

You can fire off one of your weapons behind your car to pick off annoying tailgaters!



Zorko Bros. Scrap & Salvage

Survival Tips

This level is fairly difficult, especially for someone who's just starting out. It's a good idea to explore the level and find out where the Repair Station and Health Power-Ups are. This way, you'll know where to run when you're hurting.

Avoid the area just beneath the crumbling overpass, as this is most likely where your enemies will be concentrated. It's easy to get destroyed by

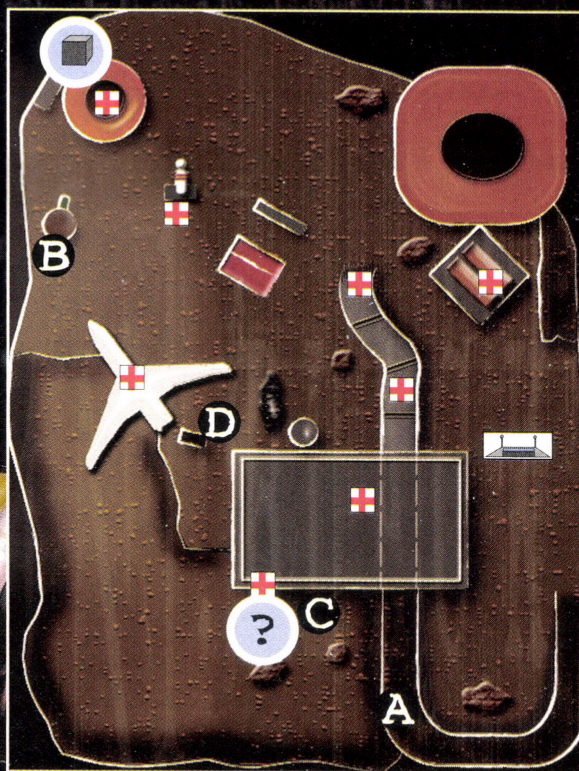
accident just by being caught between two or more cars. Packs of enemy cars are to be avoided at all costs.

Your best bet for surviving this level is to find an out-of-the-way place and pick off cars individually. Practice this tactic now, because you will need to use it many times before you conquer Twisted Metal Black. Several good hiding spots are revealed below.



Map Key

-  = Health Power-Up
-  = Repair Station



Shooting the Plane

An airplane constantly circles this level, and by shooting it down, you can open up a massive hidden area. To get the best shot at the plane, arm yourself with Homing Missiles and park on the ledge that overlooks the gully. When the plane flies overhead, unleash your missiles and wait for them to pitch the plane into the gully.



The Statue

There is a goofy statue that hangs over part of the level. If you blow it up with two Gas Cans, a segment of it will fall by the giant crusher, forming a make-shift ramp. Build up some speed and time your jump off of the ramp so that you land on the giant crusher. This will allow you to raise to the highest part of the tower. Coincidentally, this tower is ideal for a character like Spectre.



Ambush Point #1

The tunnel system opened up by the crashing plane makes an ideal ambush point, because your back will be protected once you are inside and there are respawning weapons and health for you to grab. Stay about 50 feet from the entrance and freeze any car that's dumb enough to come after you—then blast the helpless enemy with everything that you've got!



Ambush Point #2

Leap into the plane that is suspended in front of the main building, and turn around so you are facing the entrance. From this position, you can grab the Health Power-Up that spawns inside and stay out of harm's way (you should be safe from all of the enemy cars except for Spectre). Use the nearby Environment Weapons to whittle down cars that come too close.

Environment Weapon

Call In the Fire Support

The Bomber in the level will fire its gun at any car that drives within its range. This attack will fire 18 potential shots, and these can whittle down almost any car with ease. When you trigger this Environment Weapon, make sure that you are not the closest car to the Bomber, or you will get pegged.



About the Secret Black Cubes: These cubes can only be found in the Story Mode, and can only be picked up once. You will find them at the locations marked with a Black Cube on the maps.



Unlock the Warhawk level: Ride the giant crusher to the top of the tower and destroy the control room at the top. You will be able to find the Cube just to the side of the platform.



Secret Car: You can unlock Yellow Jacket in this level. For exact details about this car and its location, check out page 85.

Midtown Suburbs

Survival Tips

The size of this level works in your favor, as it keeps you from getting tangled in large packs of rival cars where you stand a good chance at getting ripped apart. Keep to the outskirts and you will find that the enemy cars will come at you one at a time. Since it takes time for the Health Power-Ups to respawn, cooling off in the middle of nowhere can buy you some time.

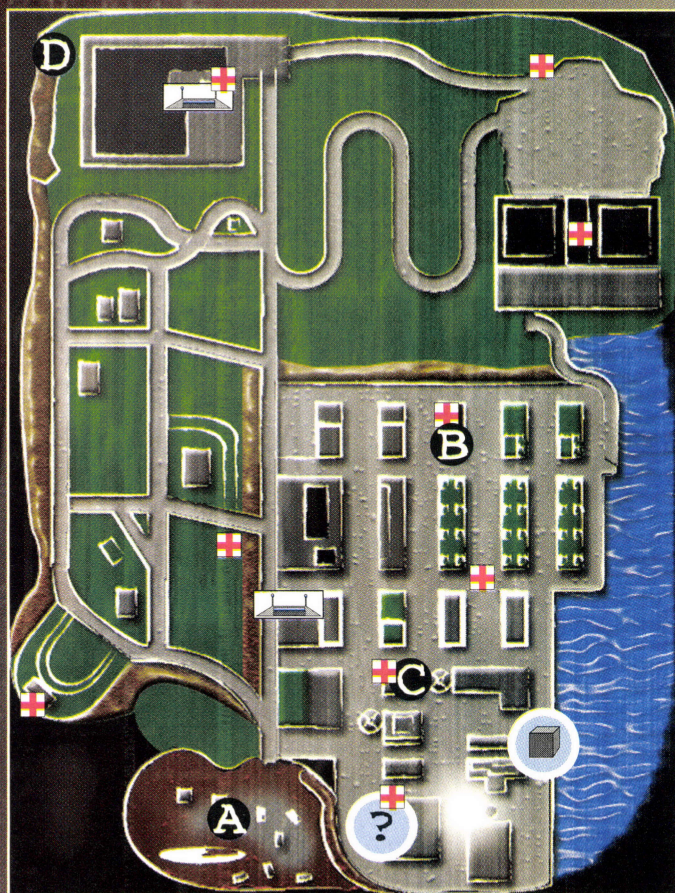
Quick Tips

1. If you have a Skill Reticle handy, an excellent place to use it is inside of the carnival. Station your car along the back wall, just behind where the Ferris Wheel is. To ensure that you get the maximum number of hits from your weapon, clear out any terrain (such as the Ferris Wheel) which might obstruct your shots. Keep your eyes open for any enemy cars on the horizon. When it seems as if one is coming for you, trigger the Skill Reticle. The time it takes the enemy to come after you will give your weapon time to power

up for maximum damage. If done correctly, all of the missiles should hit your opponent. This attack causes massive damage, and is an ideal way to whittle down the opponents.

2. The area around the town area's Repair Station is a good spot for Darkside to use her special.

3. You should never pursue a "red" enemy on this level. An almost-dead will make getting that last shot or two a real nightmare for you. Just leave them be, then kill 'em off later when they are not as aggressive.



Ferris Wheel

Have you ever wanted to cut a Ferris Wheel from its moorings and watch it smash through your town? Now you can live out this fantasy vicariously through TMB! Any car unfortunate to be caught in the path of this ride-gone-astray will suffer some serious damage. It's unlikely that any cars will get caught, but it still is a pretty cool sight to see.



Sanctuary Lies Within

At the edge of town you will find a fairly large church. If you shoot the front or back of this structure, you will be able to hide inside and collect a nice Health Power-Up. If you want to hide in here, make sure you do not shoot through both walls, otherwise you'll be exposing your back end to the world. If you're low on Health, don't forget about this handy spot.



Ambush Point #1

If you have a car with weapons that home-in on the enemy, like Spectre or Roadkill, there is a section of this level that will provide the safety you need. First, jump to top of the A&L Transportation building. From here, you will be able to jump to the other rooftops. The further in you go, the more Power-Ups you'll find. Even better, you'll be able to shoot enemies from a near-invincible position.



Ambush Point #2

There is a strip of land behind the RidgePointe Centre that is high enough and secluded enough to keep you from sustaining too much damage. While you are here, you will eventually attract the attention of the other cars, but you should be able to deal with them one-on-one, which should tip things in your favor. If things get too hot, you can always leap to the roof of the shopping center.

Environment Weapon

Lightning Storm

If anyone is camping in the factory district, a quick jolt of lightning from the Environment Weapon of this stage will make them rethink their plans.

Note: The computer-controlled cars will never trigger this attack, so players hiding on the rooftops are still much safer than the ones on the ground.



Unlock the Prison Level: Jump to the top of the long narrow building in the factory district and shoot the vent that is closest to the ocean to reveal the Black Cube.



Secret Car: You can unlock Warthog in this level. For exact details about this car, check out page 85.

Midtown Express 104

Survival Tips

This level encompasses a number of different terrains. In the course of exploring, you will find yourself in a hospital, on a construction site or even in a giant stadium. No matter where you choose to go, you will find that there really isn't much cover that you can use. There are few areas where you can cheese out the enemies, so you will need to rely on mobility to keep you alive.

Quick Tips

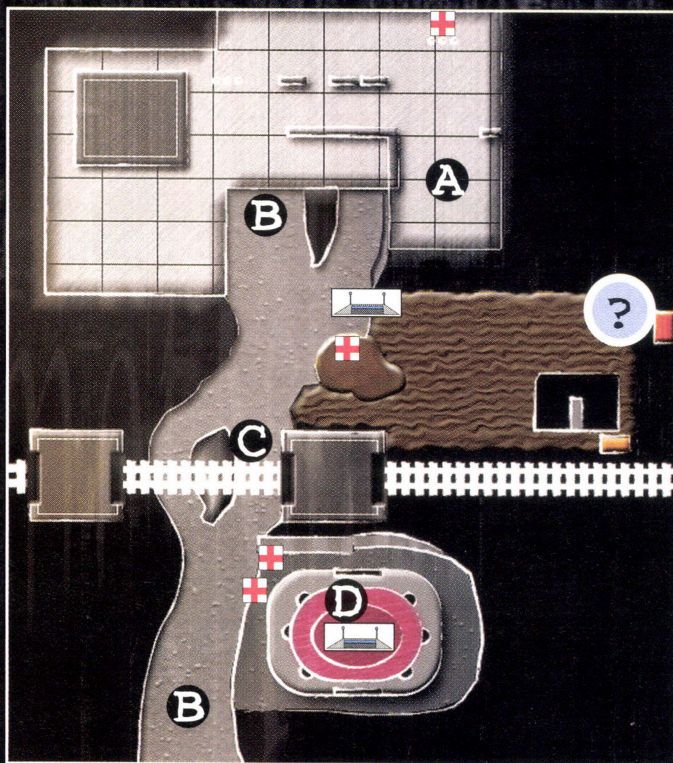
1. Fast cars, like Spectre, can really take advantage of the Stadium area. This location provides a number of ways to conduct hit 'n' run strikes on the other cars. The handy Repair Station will certainly help out if an attack run doesn't go quite as well as planned. Don't be afraid to leap off of the back of the stadium walls. There are no instant death pitfalls in this area.

2. Make sure that when you jump into the State Hospital, you aim straight for the windows. If you aim too far to the right, you stand a chance at falling into a section of the level where you aren't meant

to go. This will result in your car blowing up.

3. If you want to see something cool, lob a Gas Can onto the scoreboard in the Stadium. The explosion your weapon makes will trigger a small spray of fireworks. This is just one of many subtle special effects to look for in TMB.

4. Try as you might, it is just not possible to get onto the turnpikes. The entrances will close up if you try to drive through them (as a cool trick, try parking near the entrance and watch the civilian cars pile up).



Ambush Point #1

Leap into the State Hospital's hallways and guard the entrance once you've cleared the place of enemies. Since there is only a single entrance, it won't too difficult to protect. Stock up on Ricochets and Power Missiles so you can knock back any cars that try to force their way in. This way, you can make the enemies pay every time they try to come at you.



Ambush Point #2

You can also ambush the rival cars at the two entryways to the turnpike. Although these spots protect your back, the sheer volume of cars in the area will make most of your homing weapons ineffective. Utilize weapons that you have more control over, such as the Gas Cans, to deal out damage while your opponents waste their time blasting through the civilians.



Derail the Train

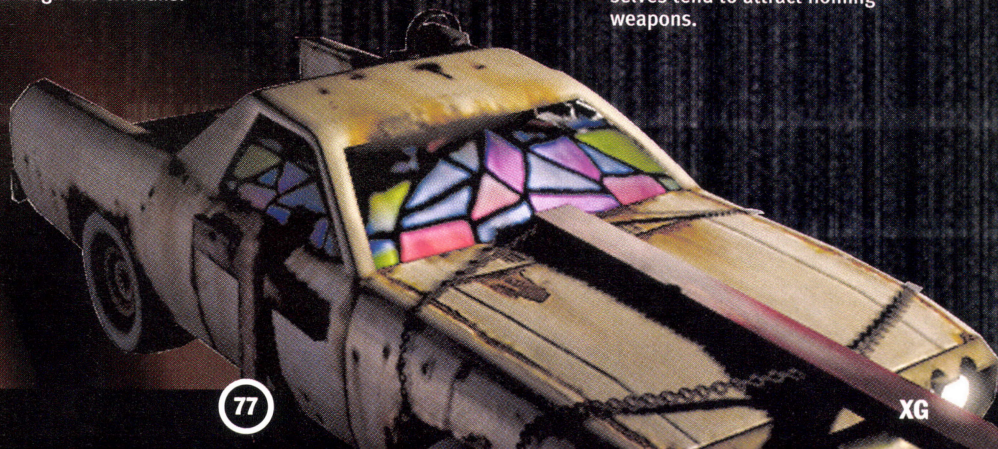
Show off your wicked side by lobbing a Gas Can at the bridge that the trains continually pass over. If your aim is true, the bridge will collapse and any train that tries to cross will derail in a glorious display of carnage. Other than looking really cool, destroying the train and the bridge does not serve any other purpose.



Racetrack Rumble

There is a stadium in the back section of this level where a gaggle of go-karts are racing. Although the wide open spaces may deter you from this area, you will be able to find a Repair Station in the middle of the course that can surely save your life. The cars racing around the track may make the battle here interesting, as the karts themselves tend to attract homing weapons.

Secret Car: You can unlock Axel in this level. For exact details about this car and its location, check out page 85.



Black Vista Highway

Survival Tips

The Black Vista Highway does not allow you the luxury of hiding out while the other cars pulp each other. In fact, there is only one area in the entire level where you can camp out easily and take out enemy cars (see the Black Cube section below). However, this location generally can only be revealed during the end of the battle, when there is only a car or two on the road.

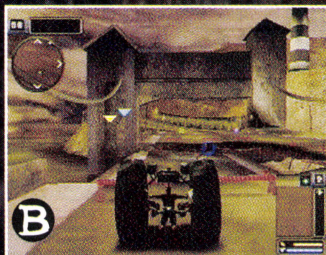
Your best bet for surviving this level is to keep moving. If you happen to come across an enemy car that is in the red, hunt it down. You'll have to play this level like a jackal, picking off the weak.

The section that you will want to avoid is the area immediately around the Repair Station. Most of the cars will be drawn to this point like moths to a flame.



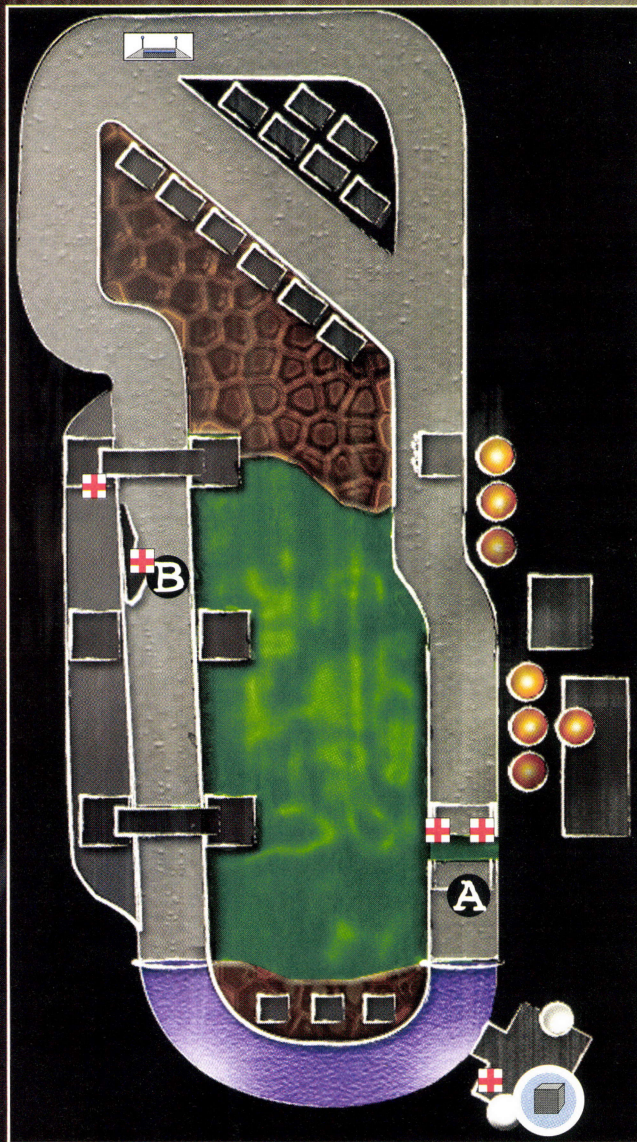
The Risky Bridge

Near the chemical plant you will find a partially raised drawbridge. Floating over the gap in the bridge is a Skill Weapon and two Health Power-Ups. However, the risk for grabbing these useful items may be too great. Why? Because falling off the bridge will kill you instantly. Make sure that you are going fast enough over the bridge to increase your survival chances.



Roadwork Needed

A section of the roadway has been completely destroyed, leaving a gaping hole in the road. Unlike the Bridge, falling through the gap will not get you killed. In fact, if you are daring enough to fall through, you will find a Health Power-Up that is sure to be needed. The hole will lead to a lower section of the road that also has a second Health Power-Up on it.



Unlock the Elevators Level: You will find this secret Cube in the hidden chamber that is revealed by the exploding chemical storage ball. The hard part of this is getting the ball to hit the target before the other cars blow it up— increase your chances of having the ball blow up by waiting until there is only one enemy car left.



Downtown Business District

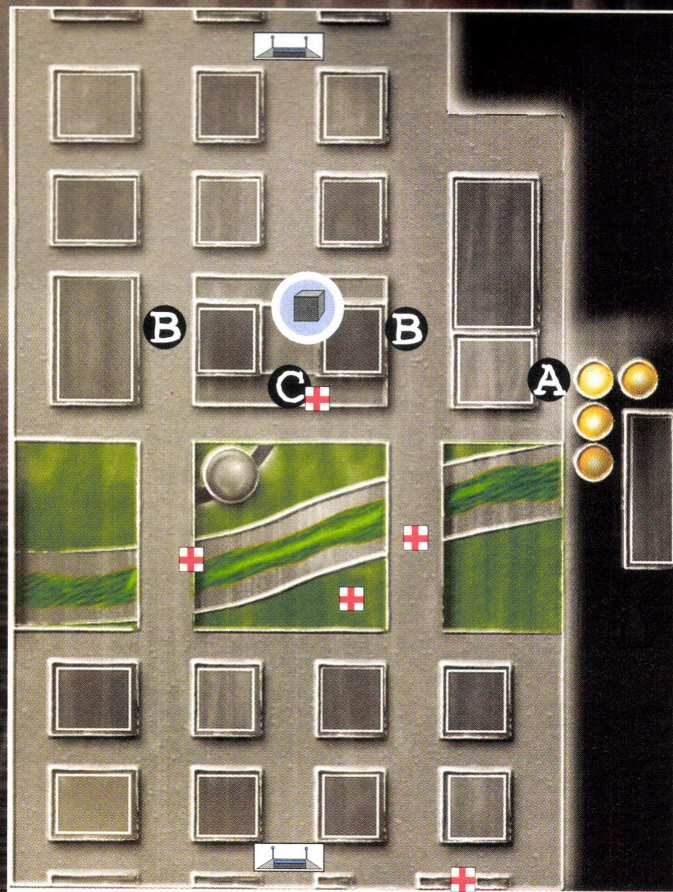
Survival Tips

This level is a remake of a classic Twisted Metal map. Overall, the Downtown Business District is one of the easier levels in the game. The enemy cars are almost always spread thin, and you will be able to find two Repair Stations and a number of Health Power-Ups to keep you up and running.

Use the open narrow city streets to your advantage by freezing any

enemies that attempt to pursue you. As soon as you see an enemy on your radar moving onto your street, you should trigger your attack so you can Freeze your opponent without taking any fire in return.

Avoid the canal that runs through the center of the level, as you are likely to run into stray Ricochet rounds.



Level the Building

Lob Gas Cans onto the giant chemical orbs that are connected to the chemical factory—one of the orbs is bound to tumble out into the street and completely level the building behind the bank. Aside from being one of the coolest visual effects in the game, you will also be able to pick up a number of Power Missiles, which are normally in short supply in the Downtown area. It's a great way to stock up.



The Elevators

The Skyway Tower and the building across from it have sections of wall that you can break through. Inside, you will find an elevator that leads to an area on the second floor of the buildings. Since you will most likely be too busy trying not to get killed, you will quite possibly miss this section of the level (it may take more than one missile to destroy the wall sections).

Environment Weapon

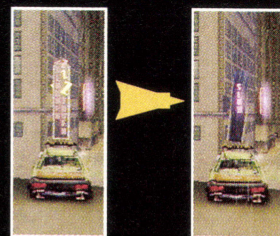
Death from Above

Calypso's helicopters fly above every stage, however, in this level the ones flying over the center divide can be triggered to attack the cars closest to the bridge. This attack is exactly the same as the Bomber from the junkyard, except that the positions of the helicopters can change.



Death from Above

The catwalk at the top of the Skyway Tower gives you a commanding view of the surrounding area. From this location you can blast most of the enemies with impunity. Only a few weapons can hit you when you're this high up. Feel free to punish the enemies, but make sure you pay attention to your radar in case one of the other cars decides to ride up the elevator after you.



Just for Fun: There are a number of signs that line the streets of the Downtown level. Although you may not notice it in the heat of battle, the signs can be broken in hilarious ways. For example, the EZ Slumber Hotel's sign can be shot so it reads "Slum." Little touches like this make TMB even better.

Unlock the Stadium Level: Look behind a "Joe's" sign for this Black Cube. You will need to drop down onto the little walkway that rings the easternmost building with the elevator. Because it's transparent, this Cube can be easily missed. You will have to use your Jump ability to reach it.

Minion's Stadium

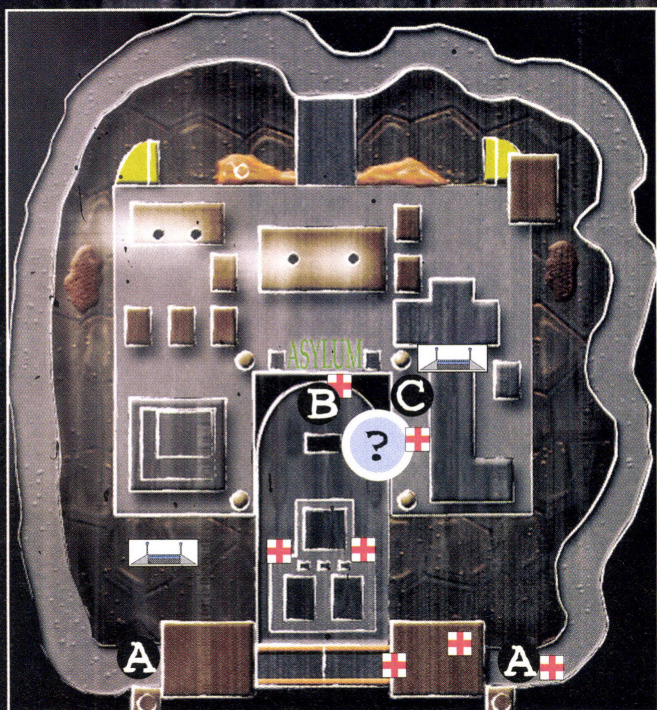
Blitzkrieg the Shields: Minion is protected by a defensive shield. To deactivate the shield, you will need to destroy the sensors on all four sides of this boss. Do not worry about losing your first life in this battle—just concentrate on getting Minion's defenses down and you will have much easier time killing him.

How to Kill Minion: Circle the topmost section of the arena. You will find a host of Power-Ups (the ones to collect are the Power Missiles and the Machine Gun Upgrades). Once you've maxed out your weaponry, circle back on Minion (who will have chased you the entire time). When you have the boss in your sights, trigger your Freeze and lay into him with your machine guns and Power Missiles blazing. A dedicated barrage like this can rip apart this boss with ease.

Just in Case: If Minion tries to use his laser beam on you, try to position your car under his firing arc so he shoots over you. This will not work for the bigger cars, though...



Prison Passage to Blackfield Asylum



Quick Tips

1. Having a hard time using Spectre? There is an awesome spot in a hidden nook where the Asylum letters sit. Drop down into there and Spectre will be able to light up anyone in the level! Although it's time consuming, this method is safe.

2. Don't forget that Axel and Shadow both have Specials that can hit cars through walls when they're triggered. You can really tear apart the cars on the ships ramps this way.

Survival Tips

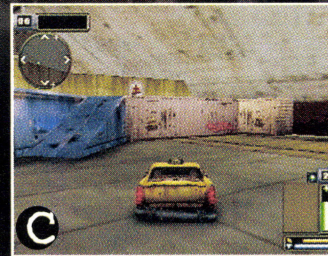
You'll start this level trapped in the Detention Center of a massive ship with two enemy cars. Go after the car with the weakest armor, because the gates will open the way to the rest of the ship when people start dying. After the ship crashes into the Asylum, you have the option of exploring the mainland.

Most of the action will take place in the area where the ship unloads, and, to a lesser degree, by the Repair Station just to the left of the ship. Avoid these areas if you can help it. If you want a good vantage point for the battle, you will want to stay around the top of the ship, where the number of access points are limited and the Power-Ups are plentiful. From here you will be able to see out over most of the level, plus you can pepper the opposition with Homing and Fire Missiles.



Lowering the Drawbridge

Destroy the control room on either side of the giant drawbridge to lower it down. The bridge is a great place to collect Power Missiles and Health Power-Ups. It also provides a sneaky alternate entrance onto the ship. Also, the bridge's open expanse makes it a decent spot to ambush enemy cars with Freeze attacks. Just make sure to watch your back.



Fry the Prisoners

If you want to have a little devious fun, you can electrocute the prisoners who are strapped to the electric chairs! To give them the ultimate punishment, look for the little gray box in front of the chairs. It's labeled "Danger," but don't let that stop you from shooting it until it triggers the triple execution. Watch those buggers shake and smoke as they ride the lightning!

Secret Hold

When you exit the prison ship, go out to the right and you will find several crates, one of which has a Health Power-Up. Shoot the crate on the left and a makeshift ramp leading to the health will appear. There's more than meets the eye here—shoot the side of the ship where it meets the crates and a section will slide open, revealing a passageway. This is a great ambush point.

Environment Weapon

Zeppelin Zappin'

The Zeppelins circling the battleground aren't just for show. If you trigger the Environment Weapon, they will zap any cars that are underneath with arcs of lightning! Shoot It Down

You can shoot the Zeppelins down to cause a massive explosion that rivals that of the Hindenburg!



Secret Car: You can unlock ManSlaughter in this level. For exact details about this car and its location, check out page 85.

Black Rock Ridge

Survival Tips

This level is one of the smaller ones in the game. Because of this, the battle will seem a heck of a lot more intense.

The area near the Gas Station is generally the safest. Because most of the rival cars will be drawn to the ski lift or the Repair Station, you will be able to avoid the worst of the assaults. Sit back behind the gas station and let the enemy cars soften each other up. When one becomes bold enough

to hunt you down, Freeze him and let loose everything you've got.

Pay attention to where all of the cliff faces are, especially if you are playing as Darkside (whose Special can pitch her over the edge). Try to avoid the edges, as all it takes is a single shot from an enemy to toss you over. Unfortunately, the computer-controlled cars are wise to this and will mostly avoid the edges.

Quick Tips

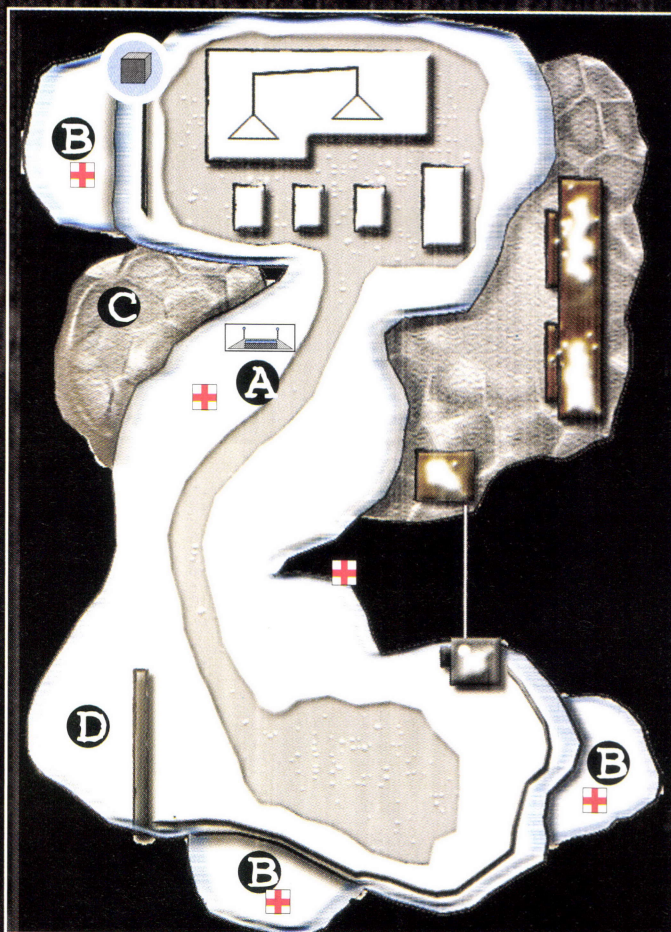
1. By hiding out on the Secret Ledges, you can often trick the Darkside AI into killing itself off. Simply wait at the bottom for Darkside to appear, and when she tries to attack with her Special, dodge to the side—she'll pitch herself right over.

2. The Ledges are also a nice place for Axel to hide. Whenever a car tries to climb down the slope, trigger your Special to bounce the enemy off of the cliff.

3. There are three Environment Weapons you can collect at any one time on this stage. Collect

them and head to the area underneath the evil-looking cloud. When the other cars come for you, raise your Shield and trigger the weapon—this will fry the enemies with lightning while your shield protects you. With luck, you can weaken as many as five cars!

4. There is a Health Power-Up suspended in the air by the ski lift. Unless you are in a light-weight car like Spectre, never attempt to grab it. Poor timing or a lack of speed will result in you falling to your death. This health is not worth the extreme risk.



The Repair Station

A useful Repair Station is positioned in the middle of this stage. However, you'll want to conserve it until you absolutely need to use it.

A fair amount of rival cars will camp out here, waiting for you to try to repair when you're severely damaged. Before making a run for the home stretch, make sure to trigger your Shields to protect you until you're fixed.



Hidden Ledges

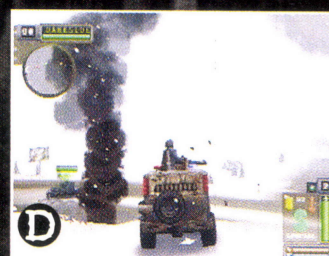
There are two hidden ledges by the ski lift, and one by the Gas Station. These locations are hard to find and somewhat dangerous to get to, but you can find Health Power-Ups on each and every one of them.

These areas are particularly important if you are playing this level in an Endurance Match. Simply drive from ledge to ledge to repair your damage.



Ambush Point #1

Become king of the mountain by driving to the top of the mountain. This will give you an enormous advantage over the other cars. Be aware that some enemies, like Spectre, can still hit you while you're on top of the mountain, so take them out before climbing the peaks. Also, when you reach the top, slow down or you'll pitch yourself over and into a bottomless chasm.



Ambush Point #2

The cliff that overlooks the area underneath the cloud will keep you protected for a short period of time because you'll be easy to miss. Once you have the attention of the other cars, leave this spot as soon as possible, as it is likely that you'll start drawing lots of incoming fire. Despite the drawbacks, you will have a decent shot at any car who enters this territory.

Environment Weapon

Strange Clouds Brewing

Half of this level is under a strange ominous cloud. This cloud will zap any cars underneath it when you trigger the Environment Weapon. For the best effect, collect and save as many Environment Weapons as you can, then you can just fry the section of the level with the cloud. You can get lots of kills this way.



Unlock the Power Plant: Behind the gas station is a small ledge behind the concrete walls. You will need to carefully navigate the cliff to avoid falling to your doom. To avoid mishaps, try going for the Black Cube when there aren't that many cars left alive. You'll need to take this path very slowly.

Millennium Drive-In

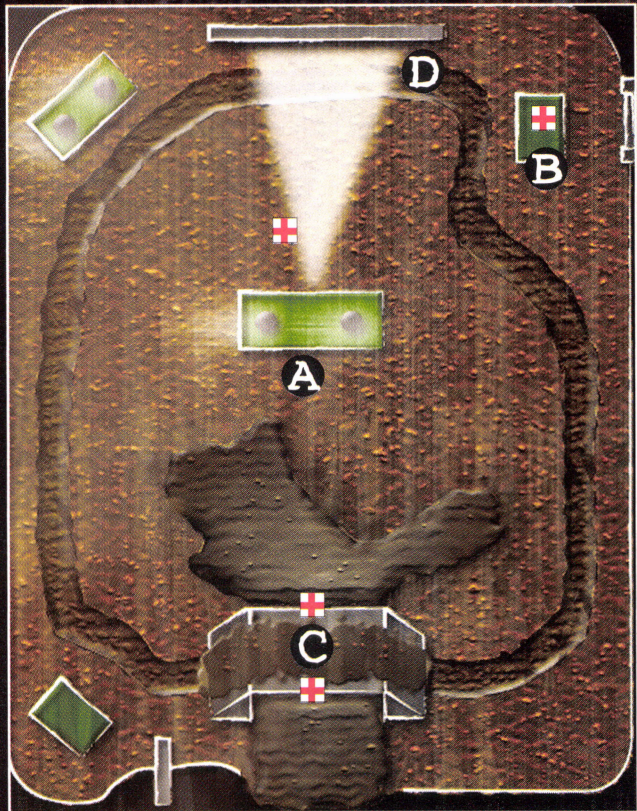
Survival Tips

There is no respite from the action in this level. This is the most difficult arena, especially for the weaker-armored cars. The confines are pretty tight, and there are no areas to hide for more than a second or two.

The enemy cars will normally hang around the projection building in the center of the map. If you casually stroll into the section, you'll get blown away. Instead,

hang around the fringe, near the ruined overpass. While under the overpass, stay on the lookout for stray Ricochet shots that the enemies might lob inside.

Adding to the difficulty factor of this level is the scarce amount of health that there is to repair your car. Most of the Health Power-Ups are on the outskirts of the level, so doing laps around the area will keep you relatively in good shape.



Stay Away From the Center

Unless you have a death wish, avoid the center section around the projection building. The majority of the enemy cars will start the battle clustered around it, and it will take them several minutes to start scattering across the level. No cars are armored well enough to take on the combined attacks of two or more vehicles.



Hidden Health Power-Up

Health is certainly in short supply on this level, so every little bit helps. If you destroy the building that is just to the right of the movie screen, you will find a Health Power-Up.

Have Mercy

Don't forget to try to run over the drivers who have had their cars destroyed. If you're lucky and quick, you may get a Mercy Killing, which will grant you a bonus bit of health.



Overpass

There is a bridge that makes tempting cover in the back section of this level. You can hide out under the bridge and stay out of the firefight for at least a little while. However, you must make sure that you're not under the bridge when it collapses, or you'll be in for a world of hurt. Also, there's two Health Power-Ups can be acquired by jumping off of the sides of the bridge.



Just for Fun

In this level, you're the main event. The movie screen will show you battling it out during the duration of the battle. If you want to cause a little bit more carnage, you can lob a Gas Can onto the movie screen and watch it crumble to the ground. TMB is so detailed, that if the projector is still up and running, you'll see the image of your car projected into the clouds.

Multi-Player Gaming

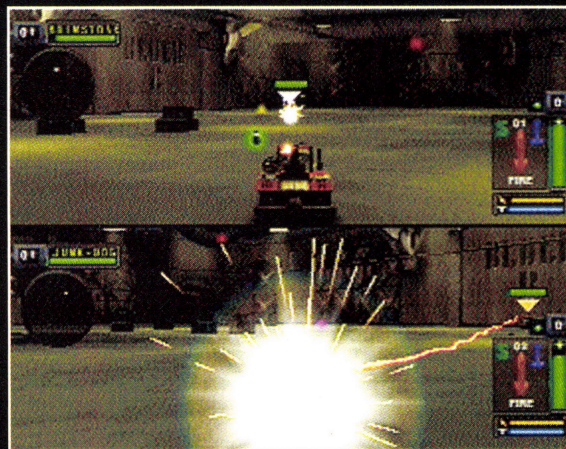
Twisted Metal Black offers you a chance at some of the greatest multi-player action around. Not only can you cooperate with a friend to pound the computer into oblivion, you can also try to duke it out. However, the same tricks that work on the computer will not work on a living, thinking human (we hope)!

Environment Weapons: Always pay attention to the inventory of your opponent, because he/she might be saving an Environment Weapon. If you hold one of these weapons, you can effectively cut the amount of territory your opponent can go in half.

The Grabbing Game: No, we're not talking about Prom, we're talking about picking up all of the decent Power-Ups in the level. Whenever a Health Power-Up spawns, grab it whether you need it or not simply to deprive your opponent.

Be Aggressive: Unlike a single player game, it pays to be aggressive. Rip into your opponent, especially if your friend is in a lightly armored car. When your pal is hurting, hopefully there will not be any way for he or she to recover.

Invisibility: By turning invisible, you can get the drop on your human adversary, even if he or she is looking at your screen. Launch a sneak attack!



Abandoned Skyscrapers

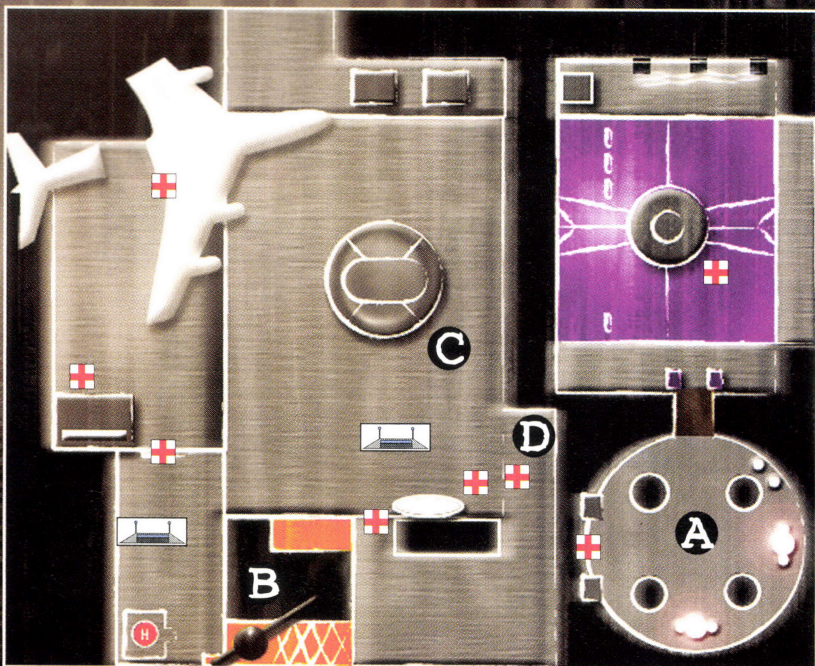
Survival Tips

The biggest threat to your chances of beating this level are the many places where you can fall off of the buildings. Don't be afraid to hit the brakes if you are skirting too close to the edge of a building. And if you are playing as Darkside, use caution when triggering your Special.

Try not to leap from building to building unless it is an emergency, because it only takes a single stray shot to drop you in mid-air.

Fortunately this attack can work on the other cars. Weapons that pop the enemy upward will work. You must time your shot carefully to do so, but with a little luck it can result in an easy kill.

Study the map below and learn the locations for all spots where you can hide from the opposition. This level is pretty bare open, so these locations are crucial for finding some cover.



The Deadly Drops

On one of the buildings you will find a series of holes that lead to ventilation shafts—do not fall inside or you'll get immediately torn apart! Use these pitfalls to your advantage by placing mines around the mouth of each pit, so enemy cars can get knocked into them. Only place mines around the pits when there are no other cars are around; otherwise, you'll be vulnerable.



The Old Ball 'N Chain

There is a bridge of girders that allow you to cross from one building to another. In addition to providing an alternate driving route, there are also three Health Power-Ups to collect if you are hurting. Remember that there is a giant wrecking ball that swings across the bridge; if you get nailed, you'll be tossed off into the void. Try freezing cars that are in the path of the giant ball.



Ambush Point #1

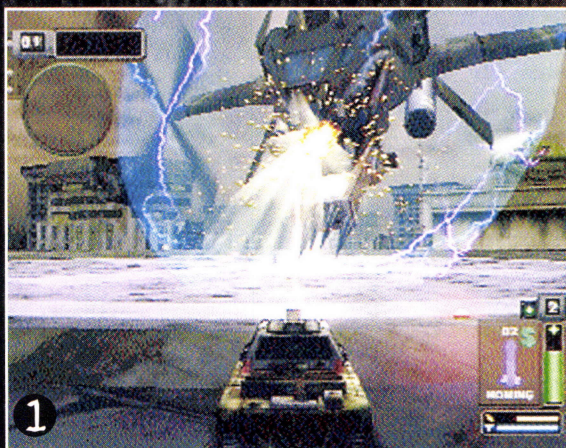
A giant tower is found in the center of the largest building. Shoot the windows out from the sides of the tower and leap inside to find a ruined office. This area is ideal for ambushing enemy cars, as you will be able to find a number of weapons that will be handy if you start taking damage. Generally, the enemy cars will only come at you one at a time while you're down here.



Ambush Point #2

There is a small protected strip that lies beyond the scaffolding. You will be able to take enemy cars one-on-one here. However, you must make sure that you do not get pushed backward, because there will be a bottomless pit right behind you. Still, this is a nice location because of the respawning weapons and the Health Power-Up. If you need a quick breather, head for this spot.

Warhawks Rooftop

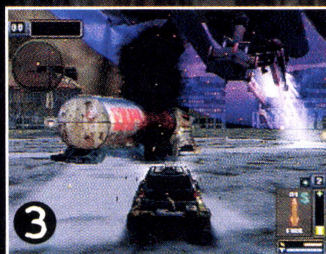
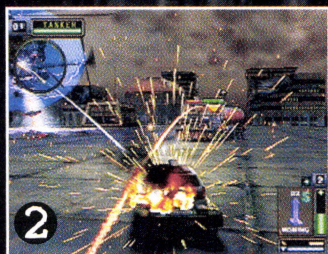


Surviving the Final Battle

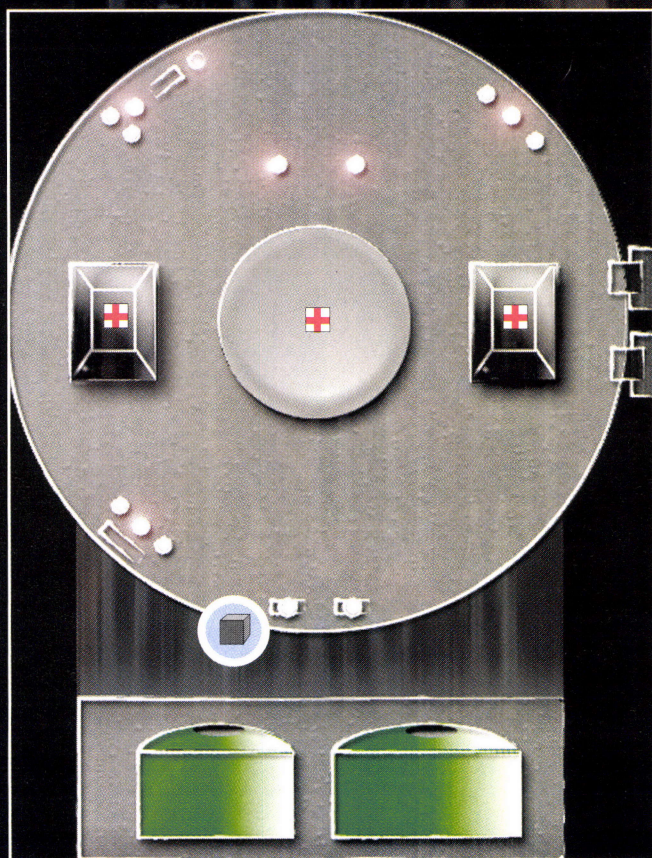
This battle is set atop a small section of the Skyscraper level, and you must face off against the giant Warhawk gunship and a number of Tanker trucks. The boss is heavily armed, and a single salvo from its weapon is enough to kill you off. Try to use the two small buildings for cover. They won't last long from the gunship's barrage, but it will buy you time until the Tanker trucks (mini-Minions) start appearing. The Warhawk will also attempt to Freeze you and push your car off of the building. To avoid this highly lethal attack, keep moving at all times.

Defeating the Warhawk

You will need to work hard for a victory against this boss. Avoid the Warhawk, and wait for the Tankers to appear. Concentrate your fire on the Tankers when they drop onto the roof and try to disable them around the center section. When the Warhawk flies over the wreck, blow the Tanker up—the resulting explosion will weaken the shields of the boss. You will need to blow up three tankers in order to shut down the Warhawk's shields, but remember that Warhawk has to be close enough to the explosion. Once the gunship is vulnerable, quickly zip around the level and collect as many Fire and Homing Missiles as you can grab. Use your Energy ability to protect yourself with the Shield move before you turn to face the boss. All it takes is three or four good salvos to take out Warhawk.



1. Dodge the shielded Warhawk ship until a Tanker appears.
2. Disable the Tanker near the center platform.
3. Blow up the Tanker when the Warhawk flies overhead. This will damage the Warhawk's shields.
4. After you hit the shields three times, the Warhawk is vulnerable.
5. Go in for the kill!



Quick Tips

1. Calypso's helicopters will always carry Health Power-Ups, so track them down, even if you've taken only a little bit of damage. They will fly out of one of the Special Ops buildings and over the battleground.

2. When Warhawk is in the center of the building, he will tilt his nose downward so that the ram is almost touching the ground. If you are in front of the boss, he'll use his cow catcher to shove you off of the roof. However, if you are behind and underneath Warhawk, you can blast this vulnerable point, even if your Special normally cannot reach the boss!

3. Trigger your Shields if you plan on facing down the boss. They'll protect you for a precious few seconds. This may be enough to tip the odds in your favor.

4. Homing and Fire Missiles will be more accurate if you fire them at Warhawk from a long distance.



Finding Cover

There are no permanent fortifications to take cover behind, but with a little skill and a lot of luck you can use the nearby structures for at least a while. Most obvious are the two hangers. Hide inside while your Specials and Energy build up. When Warhawk reveals itself, blast it with a few missiles.

The other form of cover are the two concrete barriers with the lightning rods. Drive behind them and you'll be safe for a minute or two. Just remember that you must drive carefully behind them, because it is easy to fall off of the building.

Unlock the Skyscrapers Level: You will need to leap off of the building to grab the Black Cube that is suspended in the air in front of the Special Ops buildings. Collecting this Cube will kill you, but it is well worth the effort of getting it.



The Hidden Cars

YellowJacket

Junkyard

Shoot down the airplane that circles the level and it will crash into a side of the gully. The wreckage of the plane will open up a secret passageway that spans the level. Inside the middle of the tunnel is a strange control panel and a weird-looking concrete structure. Shoot the panel until it blows up, then YellowJacket will be lowered down. From here on out, this car will be playable.

YellowJacket's Special Attack

This Special will surround the bottom part of the Taxi Cab with spikes. You can trigger the attack to fire the spikes in four directions as the primary attack. As a secondary attack with this weapon, you can ram into other cars while the spikes are deployed to cause even more damage. In addition, if you are using your Turbo when you ram an opponent, the resulting damage will be even greater!



Axel

Freeway

Grab yourself some Gas Cans and head over to the construction site. Find yourself an incline that allows you to aim your weapons up at the crane that is holding a small building. Shoot the Gas Cans into the control room of the crane to force it to drop the building. Drive to where the building is and blast the walls off of it. You will find your new car inside of the little house structure.

Axel's Special Attack

Axel can send a burst of energy out from his wheel to blast any enemies that are around him. This attack is nice because it can hit multiple enemies, making packs of cars a tempting target for Axel. In addition, by tapping Up while you have your Special selected, you can trigger Axel's second attack. He will pull his wheels inward and allow him to roll right over opponents.



Warthog

Suburbs

There is a hill that overlooks the factory district that you can climb from inside of the carnival. Leap off of the hill (marked with a Gas Can) onto the building labeled "A & L Transportation." Shoot out the small raise in the ceiling to open up a hole into the building. Drop down inside and you will find a control switch to shoot. Blasting it will lower Warthog down on a giant piston.

Warthog's Special Attack

Warthog can fry opponents with his vicious cutting laser. To get the most of this attack, immobilize an opponent with a Freeze before laying into your opponent with the beam. This attack does some severe damage, and you can increase your victim's plight by firing your machine guns as well to do a little bit more hurting.



ManSlaughter

Prison Ship

When you exit the Prison Ship, take an immediate right turn and follow the path around the outside of the boat until you come across some crates with a Health Power-Up on top of them. Shoot the crates until they form a ramp, then ride up and shoot the hull of the ship to reveal a secret passage into the Detention Center. Inside is a switch that reveals ManSlaughter as a playable car.

ManSlaughter's Special Attack

This giant truck can lob giant explosive rocks at his opponent. The more rocks that strike his victim, the more damage that they will do. If the rocks hit the ground they will scatter and bounce around a little bit before exploding. This attack can hit over such a wide area that it is ideal for exploring levels and find what you can and cannot destroy.



Minion

The Beginning or the End?

Earn Minion by beating the game with all the other cars. Minion is a powerhouse with a strange way of speaking (purely in numbers). One of our more manic Twisted Metal fans, Mike Vallas, was the first to crack Minion's code. Here how:

The Minion Code

Each number corresponds to a letter of the alphabet. For example, the number 1 would be A, and 2 would be B. What makes this tricky is that you must guess which numbers are paired. For example, 12 could be L, or it could be A and B. Each time Minion speaks, he reveals more. What is the secret of Marcus Kane?

Code After the First Level

9 4 15 14 15 20
I Do not
20 8 9 14 11
Think
20 8 9 19
This
9 19 18 5 1 12
Is Real...

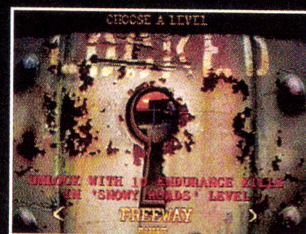


Endurance Secrets

Can You Survive?

There are several secrets in this game that you can only unlock in the Endurance mode. This mode of play pits you against a series of cars without the aid of the Repair Stations. If you find yourself running low on health, sometimes the Mercy Killings are your only chance to recover.

Find a Place To Hide: Almost every level has a section where you can hide out from the enemy until the Health Power-Ups spawn. Find a section where you have a clear line of fire to Freeze the enemy before lighting it up with everything you've got. In you play a game of attrition, you'll never earn the secret levels. A smart player knows when to break away from combat. When you exhaust your Special power and weapons, get the heck out of Dodge.



Unlock Prison Ship

Open up this Challenge level with 15 kills on the Junkyard level.

Unlock Freeway

Open up this Challenge level with 10 kills on the Snowy Roads level.

Mini Suburbs

Open up this Challenge level with 10 kills on the Drive-In Movie level.

WhiteKnight: MIA

Things Change

Last month we showed you a car named WhiteKnight. He's since been renamed Warthog for the final release of the game. If you got confused by our character bios last month, that's why. Still, the original name of Warthog will make a terrific trivia question for all the rabid Twisted Metal fans like us.



Protect the Carriages!

by Kenneth "Slim" Miller
kenneth_miller@ziffdavis.com

So it turns out PlayStation 2 does have games worth playing. OK, so maybe I'm coming down on Sony too hard (Just kidding, Sony. Please keep sending the free stuff). Anyway, Dark Cloud is really a worthwhile purchase for any PS2 owner. The game combines a little of several classic games like Zelda, Soul Blazer, Actraiser and more.

The manual for the game is another treat. It explains all the basics and even some of the more complex ideas behind the game. There's also another in-game manual that explains even more. Instead, I've written this guide to show you the placement of each Georama piece in the game so you can get a 100-percent rating—I've also included tips for beating the tough enemies and the bosses. So, get in there and mix it up.

Very special thanks to OPM's Gary Steinman

database

time to complete	30-50 hours
challenge	Moderate
best item	Repair Powder
most annoying	Getting Poisoned
best advice	Upgrade your weapons
also try	Soul Blazer (SNES)
system	PlayStation 2
publisher	Sony
developer	Level 5

www.sony.com

DARK CLOUD

NORUNE VILLAGE



Macho's House

Items to Acquire

Macho, Komacho, Annex Room, Lamp, Fence, Barbell.

To Fulfill the Request

Put the house near the entrance to the Divine Beast Cave.

Basic Tips

■ Once you save the stray cat and return it to your home, use the Changing Powder on it to change it into Xiao.



My House

Items to Acquire

Renee, Llama, Stray Cat, Chimney, Upstairs Storage, Keg.

To Fulfill the Request

Place your house so that the front door faces toward the side of town with the Divine Beast Cave.



Alnet's House

Items to Acquire

Alnet, Carl, Llama, Lamp, Stairway, Cabin.

To Fulfill the Request

Place her house as far from Macho's house as possible.

Paige's House

Items to Acquire

Pike, Paige, Wheels, Lamp, Fence, Cabin.

To Fulfill the Request

Place the house in front of the pond (or place the pond in front of the house).



Claude's House

Items to Acquire

Claude, Bench, Candy Box, Fence, Lamp, Cabin.

To Fulfill the Request

Place his house near Alnet's house.



Laura's House

Items to Acquire

Gina, Auntie Laura, Lamp, Tricycle, Fence, Cabin.

To Fulfill the Request

Put her house as far from the Chief's house as you can.

DIVINE BEAST CAVE

Statue

This monster won't get knocked back when you attack, so you can't just combo it. Run in, get a few attacks, and run out. Do this a couple times to take it down.

Dragon

Toan will have a tough time taking out this enemy. You have to dart in and out, getting in a few strikes each time. If you're using Xiao, however, just attack it from a distance.

Opar

Dealing with this guy is a lot like fighting a Dragon. Employ the same tactics, but when you kill it, make sure to run to a safe distance to avoid its final attack.

Master Jacket

This guy may look like a regular skeleton, but he fights rather differently. Wait for him to get close and hit him right as he begins to attack. If you try to attack from afar, he'll just block with his shield.

Rockanoff

Attack this guy quickly before he starts to roll toward you. Once he starts to roll, try to get a quick hit in to stop him.

Mimic

This monster will look like a treasure chest but when you try to open it, you'll be attacked. Just use a hit and run tactic to take it out.



Hag's House

Items to Acquire

Hag, Cabin, Jar, Bench, Fence, Lamp.

To Fulfill the Request

Put her house in front of Dran's Windmill blades, then visit her again when you beat the boss.



Gaffer's Buggy

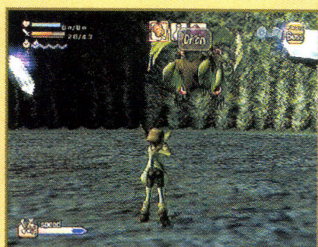
Items to Acquire

Odd Gaffer, Light, Supplies, Sign.

To Fulfill the Request

The Odd Gaffer just wants to have some customers, so once you've placed a few houses and people in town, he will be pleased.

BOSS: DRAN



■ Even though he's the first boss, this guy is pretty hard. Once you enter the battle, immediately switch to Xiao and stay near the outside of the room. When Dran is far enough away to see, quickly run into the middle of the room and shoot him with your slingshot. If

he's still flying around, you may miss. To prevent this, move near him to bait him into stopping (don't stay in one place too long or he'll shoot a fireball at you that will destroy the floor beneath you).

■ Once you hit Dran with the slingshot, he'll begin to flash red. As soon as this happens, quickly switch to Toan and run toward him. When Dran lands on the ground, slash him in the leg, then take a step back to avoid his attack.

■ After you hit Dran and he takes off again, switch back to Xiao and repeat the whole process. If your WHP gets low, use a repair powder. It'll take a long time, but stick with it.



MATATAKI VILLAGE



Wise Owl Shop

Items to Acquire

Mr. Moustache, Entrance, Sign, Wise Owl Entrance, Torch.

To Fulfill the Request

Put the Wise Owl's house next to a river and use river pieces to surround the house with water.

Basic Tips

■ Connect all the trenches in town together with river pieces and lead it to the waterfall to open the dam.

■ You'll want to buy the Wise Owl Sword from the shop. It may not be great now, but it can be evolved into the most powerful weapon in the game.





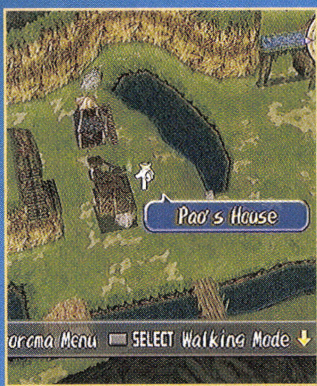
Bunbuku's House

Items to Acquire

Bunbuku, Kululu, Sign, Cabin, Stairway, Torch.

To Fulfill the Request

Place the house near a river. After you've opened the dam, place a water mill on the river near Bunbuku's house.



Pao's House

Items to Acquire

Pao, Laundry, Stairway, Torch, Sign.

To Fulfill the Request

Put his house near the pond on the side of the village.



Couscous' House

Items to Acquire

Couscous, Sign, Grass, Torch.

To Fulfill the Request

Put his house on top of Earth B.



Cacao's House

Items to Acquire

Cacao, Sign, Torch, Stairway, Cabin, Laundry.

To Fulfill the Request

Put some trees around his house.



Baron's House

Items to Acquire

Ancient Baron, Branch, Torch, Roof, Sign.

To Fulfill the Request

Put his house next to the waterfall.



Mushroom House

Items to Acquire

Annie, Ro, Sign, Balcony, Second Floor, Torch.

To Fulfill the Request

Put the house on top of Earth A.

WISE OWL FOREST

King Prickly

This monster will drop on top of you if you're not careful. The trick is to look for his shadow below him. Get near it to bring him out, then attack.

Cannibal Plant

These guys are easiest to dispatch with Xiao, but you can also take them out with a quick hit-and-run tactic with Toan or Goro.

Haley Holey

Get close to make him start moving, then attack him from a distance, or you can hit 'n' run.

Hornet

This is an annoying enemy that is, again, best defeated by using Xiao's long-range attacks.

Earth Digger

Be careful with this enemy. It will move around under ground, occasionally sticking its head out to shoot at you. The best way to deal with them is just to shoot them from afar with Xiao.



Gob's House

Items to Acquire

Gob, Bone, Tree, Torch, Sign.

To Fulfill the Request

Put his house near Kye & Momo's house.

BOSS: MASTERUTEN



■ This guy is actually pretty easy. Whenever you're close to him, he will try to punch you, but his attack is easy to dodge. Just attack, dodge, get close, and repeat. If you try to attack him when he's not in the middle of punching, it will have no effect.

■ The easiest way to deal with this boss is to lead him into a corner, then get really close to him (you'll actually be inside him). Use Goro and keep attacking like mad—this way you'll be able to repeatedly hit him with little danger of getting hit yourself.



Kye & Momo's House

Items to Acquire

Kye, Momo, Cabin, Torch, Sign, Stairway.

To Fulfill the Request

Put the house near the Wise Owl's shop.



QUEENS

Basic Tips

■ This town is pretty simple to construct. It also contains several shops, which will make your dungeon crawling easier.



Sheriff's Office

Items to Acquire

Wilder, Sam, Sign, Bicycle, Prison x 2.

To Fulfill the Request

Put the office near King's house.



King's Hideout

Items to Acquire

King, Jake, Stew, Lamp, Sunshade, Car.

To Fulfill the Request

Build a road in front of his house.



Rutu's Store

Items to Acquire

Rutu, Pushcart x 3.

To Fulfill the Request

Place her store near the ramp on the side of town where the exit to the Ship Wreck is.



Basker's Store

Items to Acquire

Basker, Sign, Chimney, Sunshade, Second Floor, Lamp.

To Fulfill the Request

Place the shop on the high area of town.



Divining House

Items to Acquire

Yaya, Sign, Snake.

To Fulfill the Request

Position the building so that the white snake on top faces the entrance to the town.

SHIP WRECK

Pirate's Chariot

Keep away from this enemy and try to hide from its shots. When you get a chance, shoot it with Xiao or Ruby.

Mask of Prajina

This guy will fire from long-range when you're far away and smack you with a fan when you're up close. Keep your distance and wait for it to take its guard down, then attack.

Auntie Medu

You can fight this enemy up close, but you'll need to be ready to dodge her attacks. You can also just shoot her.



Cathedral

Items to Acquire

Phil, Torch, Mark, Hat Shaped Roof.

To Fulfill the Request

Place the Cathedral near the tower and point it toward the ocean.

Suzy's Store

Items to Acquire

Suzy, Pushcart, Urn, Lamp, Keg.

To Fulfill the Request

Put her shop near the fountain.



Lana's Store

Items to Acquire

Lana, Pushcart x 3.

To Fulfill the Request

Put the store near King's house.



Jack's Store

Items to Acquire

Jack, Annex Room, Chimney, Sunshade, Lamp, Sign.

To Fulfill the Request

Put him near Suzy's Store.



Joker's House

Items to Acquire

Joker, Sunshade, Lamp, Sign, Chimney.

To Fulfill the Request

Place his house as far from the Sheriff's Office as possible.



BOSS LA SAIA

■ Make sure to have lots of healing items with you before you go up against this boss. Once you begin to fight her, the battle is very similar to the fight against Dran.

■ First, make sure Ruby has a fire-based weapon equipped. Then, make your way (as Toan) toward the boss. Once you reach her, smack her with your sword to make her shield go away. Next, quickly switch to Ruby, throw a fire attack at La Saia, then move away. Once the boss uses her wind attack, switch back to Toan and move in to attack again. Repeat this process to take care of the boss.



MUSKA RACKA

Chief's House

Items to Acquire

Chief Bonka, Cabin x 2, Mini Totem Pole.

To Fulfill the Request

Place the house near the temple and make sure that it points at the bottom face on Totem Pole A.



Jibubu's House

Items to Acquire

Jibubu, Hay, Cabin, Stairway, Mini Totem Pole.

To Fulfill the Request

Match up the face in front of his house to the lowest face on Totem Pole C.



Basic Tips

■ Make sure the totem poles in this town all line up. You also have to match them up with the unmovable house at the edge of town (near the Oasis).



Prisoner's Cabin

Items to Acquire

Gron, Sign, Stairway, Mini Totem Pole.

To Fulfill the Request

Face the cabin toward the entrance of the town (from the outside), and also make sure it points at the top face on Totem Pole A.



Enga's House

Items to Acquire

Enga, Stairway, Stairway Roof, Hay, Roof, Mini Totem Pole.

To Fulfill the Request

Point the front of the house at the top face on Totem Pole C.



3 Sister's House

Items to Acquire

Mikara, Devia, Nagita, Odds & Ends, Cabin, Mini Totem Pole.

To Fulfill the Request

Put them near the Oasis and make sure the face on their house points at the top face on Totem Pole B.



Zabo's House

Items to Acquire

Zabo, Odds & Ends, Hay, Roof, Mini Totem Pole.

To Fulfill the Request

Make sure his house points at the middle face on Totem Pole B.



Toto's House

Items to Acquire

Toto, Handle, Odds & Ends, Gosuke, Mini Totem Pole.

To Fulfill the Request

Point his house at the middle face on Totem Pole A.



Brooke's House

Items to Acquire

Brooke, Cabin, Hay, Mini Totem Pole.

To Fulfill the Request

His house should point at the bottom face on Totem Pole B.

SUN AND MOON TEMPLE

Dune

Use hit-and-run attacks, or attack from a distance. Either way, make sure to dodge its sand attack.

Golem

Stay away from this guy or you'll eat one of his many attacks. Just snipe him from a distance.

Mr. Blare

You'll need to stay at mid-range to fight this guy. If you try to just back off and fire at him, he'll guard.

Blue Dragon

Deal with this monster like you did with the Dragons from the Divine Beast Cave. Just dodge its shots and attack.

Bomber Head

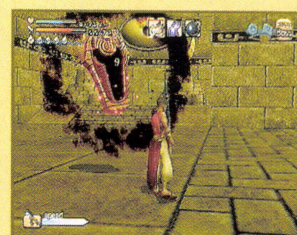
Ruby will do well to attack this enemy from a distance. It explodes once it's defeated, so make sure you're at a safe distance when you strike the final blow.

BOSS: KING'S CURSE

■ Make sure you have plenty of Repair Powder before you go into battle against the King's Curse.

■ Once the battle begins, switch to Ungaga and face the boss. Use the charge attack to cause a whirlwind that will uncover the boss's true form. As soon as it's vulnerable, hit it with an attack, then do another charge attack. Repeat this until the boss is defeated.

■ The charge attacks will quickly drain your WHP, so make sure to keep your weapon repaired.



YELLOW DROPS

Basic Tips

■ Here, you just have to build the Sun God statue. You will have to rotate some pieces to make them line up.



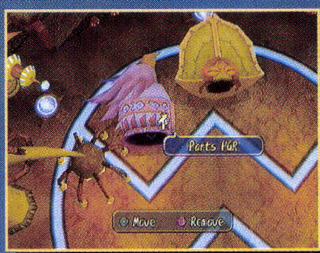
Parts HD

Items to Acquire

Eye, Crown.

To Fulfill the Request

Place this piece at the edge of the room, with the top of the head facing the wall.



Parts HGR

Items to Acquire

Amuleo, Eagle Head, Eagle Feather, Big Urn.

To Fulfill the Request

Put this just below the left side of Parts HD.

Parts HGL

Items to Acquire

Gotch, Eagle Head, Eagle Feather, Big Urn.

To Fulfill the Request

Put this just below the right side of Parts HD.



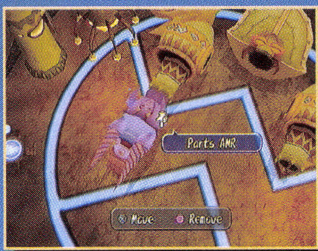
Parts HGR2

Items to Acquire

Urn.

To Fulfill the Request

Place this just below Parts HGR. Make sure it connects with the part above it.



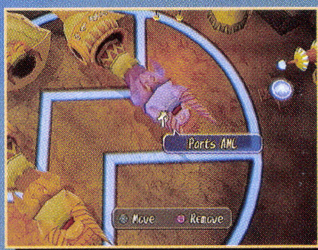
Parts AMR

Items to Acquire

Mammoth Tusk, Elephant Emblem, Ammonite, Finger, Twisted Horn.

To Fulfill the Request

Put this directly below Parts HGR2. It should automatically connect.



Parts AML

Items to Acquire

Mammoth Tusk, Elephant Emblem, Ammonite, Finger, Twisted Horn.

To Fulfill the Request

Put this directly below Parts HGL2. It should automatically connect.



Parts HGL2

Items to Acquire

Urn.

To Fulfill the Request

Place this just below Parts HGL. It should automatically connect.



Parts TIR

Items to Acquire

Tomahon, Urn.

To Fulfill the Request

Put this piece on the lower-left section of Parts WT. Make sure it connects with the part above it.

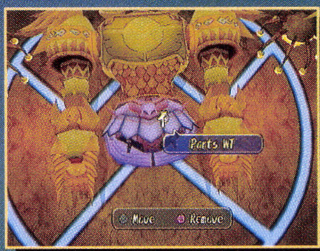
Parts WT

Items to Acquire

Buffalo's Horn, Skull, Skirt.

To Fulfill the Request

Place this just below Parts CT.



Parts CT

Items to Acquire

Crest Armor, Scale, Sun Sphere.

To Fulfill the Request

Put this piece just below Parts HD.



OT

MG1800

MG1

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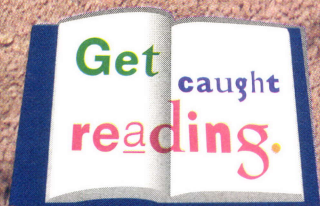
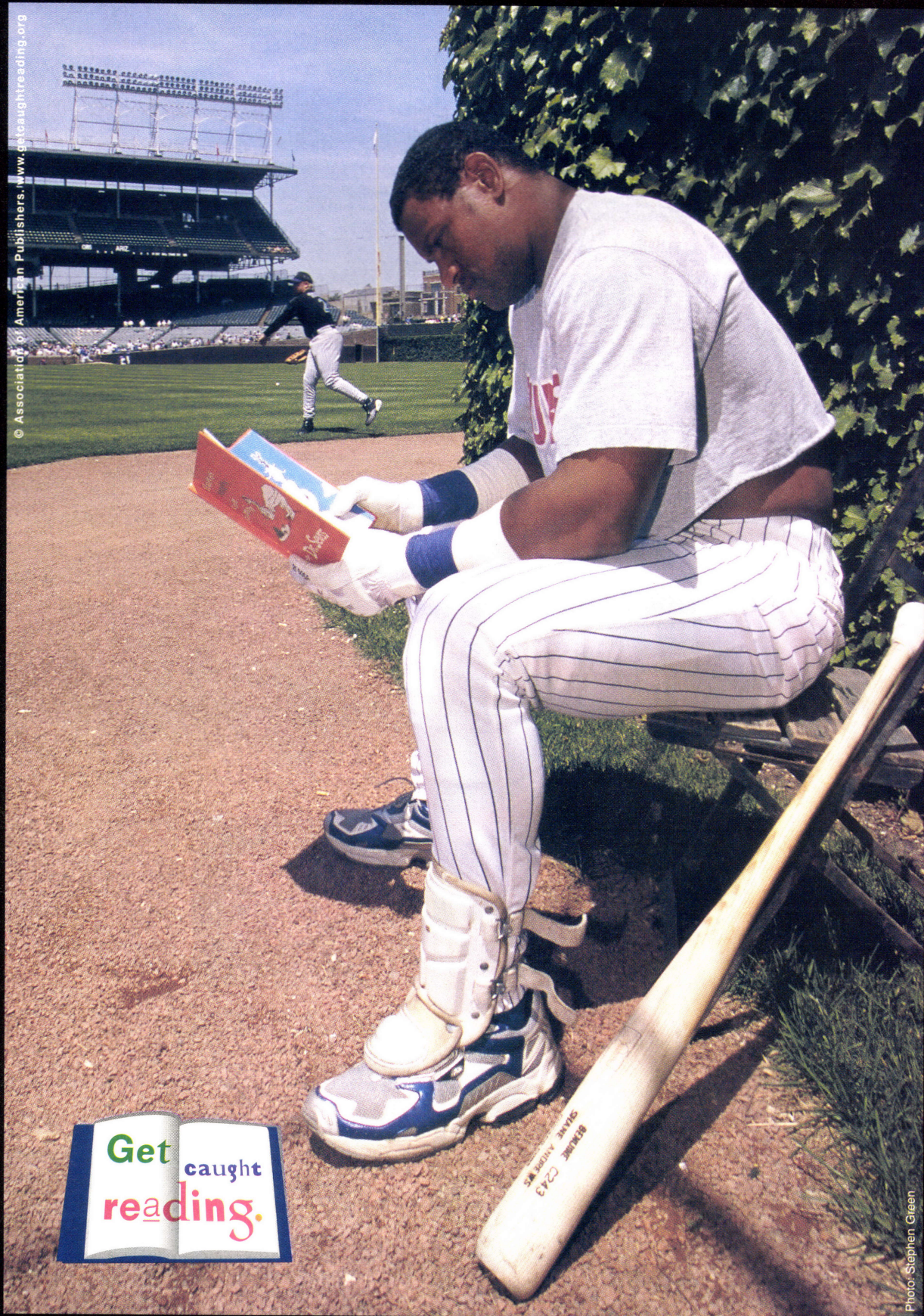


Photo: Stephen Green

MG1800

MG1800

067

Sammy Sosa caught reading.



Parts TIL

Items to Acquire

Boon, Urn.

To Fulfill the Request

Put this piece on the lower-right section of Parts WT. Make sure it connects with the part above it.



Parts FTR

Items to Acquire

Spine of Shell, Turtle Shell, Nail, Big Urn.

To Fulfill the Request

Place this just below Parts TIR. It should connect to the piece above it.



Parts FTL

Items to Acquire

Spine of Shell, Turtle Shell, Nail, Big Urn.

To Fulfill the Request

Place this just below Parts TIL. It should connect to the piece above it.



Lookout

Items to Acquire

Second Floor, Ladder x 2.

To Fulfill the Request

Finally, put this at the bottom, next to the feet (on either side).



MOON SEA

Witch Hazel

This enemy will disappear and reappear whenever you land a hit on her. Dodge her shots and keep attacking.

Crescent Baron

Don't get too close to this guy, or you're going to pay. Keep your distance and hit him with long-range attacks.

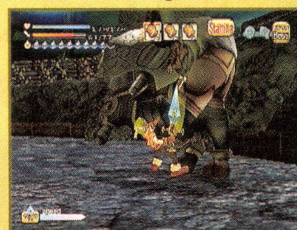
BOSS: MINOTAUR JOE



■ This fight has the potential to be the easiest boss battle in the game if you're well prepared. If you've been keeping your weapons upgraded and your defense boosted, you can end this fight practically before it begins.

■ As soon as the battle begins, use a Stamina Potion on Toan, then run right at the boss. If you manage to hit him quickly, he will try to run away from you. Chase him down and keep up the attacks. You may take a hit or two, so just heal yourself when necessary. As long as you keep the pressure on him, this should be easy.

■ Don't let this boss get to the booze that the audience keeps throwing into the arena. If you aren't that strong or can't hit him quickly enough, he'll easily get his drunk on. Once he turns red, you won't be able to inflict any damage. You can only hit him when he stops to try and find another drink to guzzle. Try to interrupt him and then just fight him as described above.



DARK HEAVEN CASTLE

Basic Tips

■ In this area you still collect Georama pieces, but all you have to do is put the correct pieces into the correct slots; there's no building placement of any kind. As a result, there are no requests to fulfill.



DARK HEAVEN DENIZENS

Alexander

This guy can be kinda tough. He can block your attacks, and he also has a powerful long-range attack. You can try to use hit-and-run attacks or just pick a long-range fighter to deal with him. Just be careful and dodge his shots.

Club

This monster will guard when you try to attack at close range. A long-range attack should take care of it easily.

Billy

This enemy also has a good long-range attack, but he's not all that strong in the defense department. Just dodge and use a long-range attack.

FINAL BOSS: DARK GENIE

■ Make sure you buy lots of healing items from the Fairy King before entering the battle. When you first fight the boss, he has two kinds of attack. This first is to attack you with his hands (that pop out of the ground). Just keep on the move to dodge the hand attack. When you see a hand pop out, note the color of the jewel on the hand, then switch your weapon to the element that matches that color. The next time the hand pops up, you can attack it to damage the boss. He will occasionally switch elements and you'll have to switch the element attribute on your weapon to keep up. His other form of attack is simply a full-screen energy blast that does little damage.



■ After you do enough damage to the hands, Dark Genie will start to attack you with a purple energy beam. You'll need to use a long-range attack here, so switch to Ruby. Attack him whenever he's vulnerable (when he's firing the beam). The most important thing is just to dodge the beam itself. He also uses the same full-screen attack from before, and Ruby will likely take quite a bit of damage from it. To avoid this, switch back to Toan (or whoever has the highest defense) to take the hits, then switch back to Ruby to attack again.

■ Finally, the Dark Genie will change forms and the entire area will change as well. This final form has three ways of attacking. If you use a Dran's Feather item, you can easily avoid all the attacks. First, switch back to Toan (or your most powerful character). The boss will attack you with a red energy beam (which follows you), send out enemies to fight you, and stomp his foot to create a red energy wave. When he fires the beam, run around the outside of the area to avoid it. If it gets too close to you (if you can see red light coming up behind you), use the Feather to get away from it. Once the beam has finished firing, use the Feather to run past the enemies to reach the boss. He will open his mouth and expose a jewel that you can target and attack. Once you have hit the jewel, run away to avoid the red energy wave, then run back in and attack again. Keep up this pattern of attacking and dodging and you'll take him out in no time.





Go Make Some Crazy Money!

by Greg Sewart
greg_sewart@ziffdavis.com

Sure, Crazy Taxi may be getting a little long in the tooth, especially with Crazy Taxi 2 already gracing Dreamcasts the world over. But PS2 owners shouldn't be upset; this is still one of the best games you'll ever play.

Acclaim has produced an almost perfect port of Sega's masterpiece for the PS2. All the same strategies and gameplay tips apply, though pulling off a few of them might be a little awkward on the Dual Shock 2. Still, there's no denying the amount of sheer joy to be had from booting up this game and learning the ins and outs being a Crazy Cab Company employee all over again.

Now if you'll excuse us, it's time to go make some crazy money!

Special thanks to Joe "Rickshaw" Rybicki and Todd "T-Zone" Zuniga for their crazy skills.

database

time to complete 15 hours
challenge Moderate
best cab The Rickshaw
best driver Gena
best advice Master Crazy Box to master the game
also try Crazy Taxi 2 (DC)
system PlayStation 2
publisher Acclaim
developer Acclaim/Sega



CRAZY GLOSSARY

Throughout the Crazy Taxi experience, you'll likely come across the following terms more than a few times. The "Advice" option in Crazy Box can be particularly confusing if you're not totally familiar with the game terms. If you find yourself scratching your head at some of the game hints, simply refer to this glossary of terms. Think of it as our gift to you.

CRAZY DASH

Probably the most important skill to master in Crazy Taxi, the Crazy Dash will rocket you from a standing start to top speed in no time flat. Not only that, but it can be used to give you a slight boost if you happen to get into a collision or drive over a patch of grass.

Doing the Crazy Dash is simple enough: mash the Accelerator and the Drive Gear button at the same time. On top of its obvious benefits, the Crazy Dash is a great way to bring your cab back under control if you find yourself in a wild spin or if you can't get any traction on a certain area of land.

CRAZY STOP

Being able to stop with precision is a must in Crazy Taxi. The Crazy Stop is done exactly like the Crazy Dash, except it uses the Brake and Reverse buttons. The sooner you do a Crazy Stop after successfully executing a Crazy Dash, the quicker you'll come to a full stop. Either way, it's much more effective than simply hitting your brakes. There are certain games in the Crazy Box that are only possible to complete if you've mastered the Crazy Stop.

CRAZY DRIFT

Need to get your cab turned around in a hurry? The Crazy Drift is your friend. While driving at top speed, yank the wheel hard in either direction. Shift into reverse and slam it back into drive immediately—and don't let off the accelerator even for an instant. You've just executed the Crazy Drift and are likely to have gone into quite a spin. Get out of the slide by doing a Crazy Dash.

CRAZY DRIFT JUMP

Any time you're about to go airborne (approaching a ramp, etc.) and know you need to be facing another direction when you hit the ground, you need to perform a Crazy Drift Jump. The instant you're about to become one with the airspace around you, perform a Crazy Drift and turn the wheel in the direction you want to be facing when you land. Couple this move with a Crazy Dash when you land and you'll be set.



CRAZY THROUGH

Passing by other cars, either parked or moving, at close range while at top speed is the way to do a Crazy Through. Doing multiple Crazy Throughs without touching another vehicle is a good way to build up your Max Combo meter, subsequently raising your tip amount exponentially with each new Crazy Through or Crazy Drift.

CRAZY DRIFT STOP

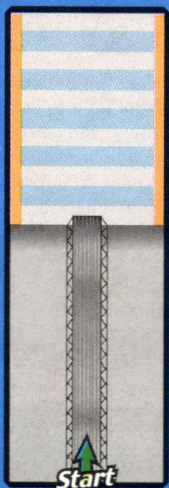
When dropping off a customer, sometimes it's necessary to get turned around quickly, especially if the next fare you want is behind you. That's simple enough. Do a Crazy Drift and immediately execute a Crazy Stop the moment you're facing the direction you want. Voilà! A Crazy Drift Stop!

Don't get discouraged if you can't master this technique right away. It's the most difficult one to master in the Crazy Taxi arsenal.

CRAZY TIPS

The very first thing any rookie cabbie should do when he or she turns on Crazy Taxi is go to the options screen and turn the Traffic down to Easy. More traffic technically means more chances at a Crazy Through and a higher tip total, but it also means far more collisions and frustration.

The only other useful piece of advice is to concentrate on cleaning each section of the Arcade and Original maps out of red and orange customers. Once that's done, grab a green or yellow fare and move to a new section of the map. It's true that the red and orange fares are lower, but the time bonus you get for an almost assured "Speedy" rating is what will ultimately get you the \$20,000+ score and the coveted "Crazy" rating.



1-1 CRAZY JUMP

Crazy Strategy: No real trick here. Simply execute a Crazy Dash right at the beginning of the ramp to jump at least 150 feet.

For a better chance at setting a record, you should execute another Crazy Dash just before you reach the end of the ramp.

TIME ∞



1-3 CRAZY BALLOONS

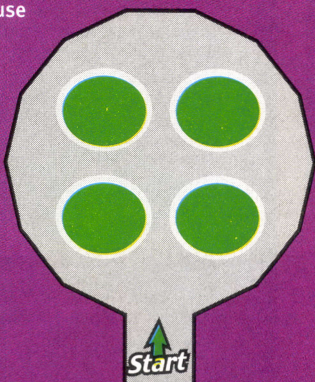
Crazy Strategy: The Crazy Dash is your best friend here. Use it to keep your speed up as you pop all the balloons. The counter in the upper right of the screen will track how many you still have to pop. You could use the Crazy Drift to make some tight turns, but the terrain is so bumpy that it may backfire on you.

TIME :45



2-1 CRAZY DRIFT

Crazy Strategy: First, use a Crazy Dash to get up to full speed. Aim for a patch of grass and do a Crazy Drift as soon as you hit it. Hold the steering wheel to the left or right and keep the gas depressed until the combo meter stops counting. Now do another Crazy Dash and repeat the process until you get a 15 max combo.



TIME :30

1-2 CRAZY FLAG

Crazy Strategy: The game suggests that you use a Crazy Drift to turn your car around and head for the flag.

On the other hand, dropping your car into reverse and accelerating, while not the fastest way to do it, will get you to that flag with plenty of time to spare.

TIME :20

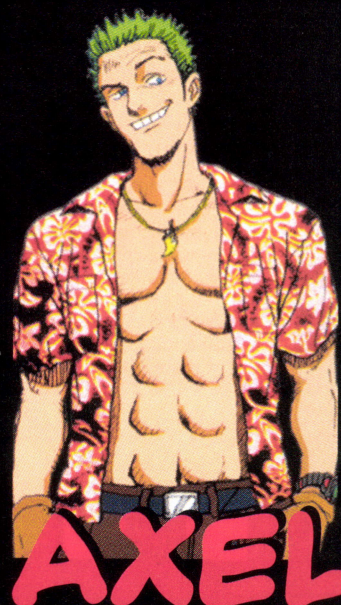
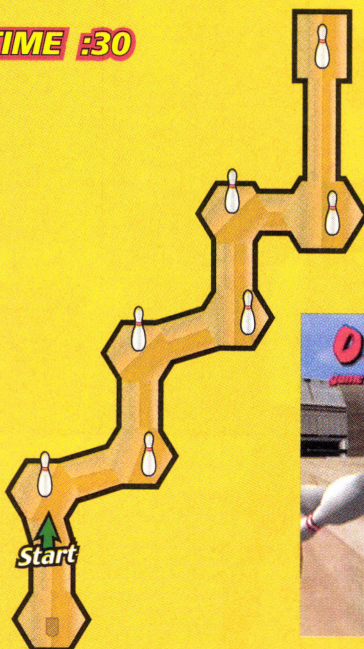


1-S CRAZY BOWLING

Crazy Strategy: The objective is simple enough, but it will take you a few tries to get this right. You need to follow the path and get a strike on each set of bowling pins. As you approach a set of pins, do a Crazy Drift. If you do it right, the cab should hit the groupings sideways, all but assuring a strike. Now do a Crazy Dash to bring your speed up and head for the next set of pins.

Don't let the Crazy Bowling test get you down. It's the first really hard Crazy Box mini-game thus far, but not the last.

TIME :30



AXEL

When he's not jammin' with his punk band or cruisin' for honeys, Axel can be found tearing up the streets in what he describes as "the coolest job out there." Axel's only interested in getting from point A to point B as quickly as possible; still, he wants his customers to enjoy the "scenic routes" he chooses.

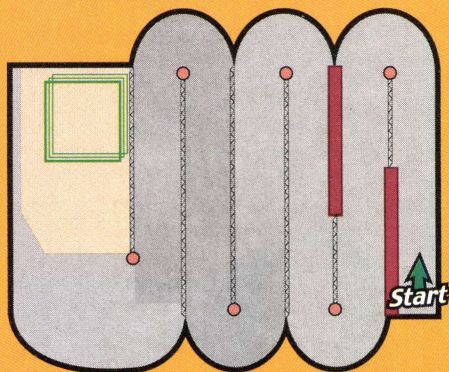
Axel's cab is the best all-around vehicle in Crazy Taxi. Although it doesn't really excel in any one area, it doesn't lack in any aspect either. Any budding cabbie should be able to take on the Crazy Box, Arcade, and Original modes with some modicum of success with this 1960s convertible monster. True artists may want to consider one of the next three cabs, though.

Strike!

2-2 CRAZY TURN

Crazy Strategy: Use a Crazy Dash to get started. Every time you approach a turn, execute a Crazy Drift around it. The instant you're faced down the next straight shoot, do another Crazy Dash to bring your speed back up and to keep you in control. The final turn can be cut early if you start your drift as soon as the fence on your right ends. Do another Crazy Dash and then a Crazy Stop at the end. Overshooting the goal will put you in the drink.

TIME :35

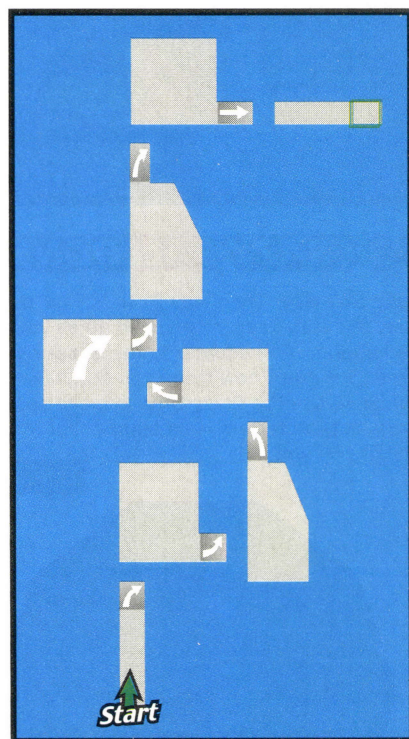


2-3 CRAZY BOUND

Crazy Strategy: Do a Crazy Dash, and when you reach the top of each ramp, execute a Crazy Drift in the direction the arrow is pointing. The danger here is that doing a Crazy Drift just before getting airborne can inadvertently turn your car too far into the spin. Do a Crazy Dash each time you land to regain control of your cab.

In fact, do a Crazy Dash at any time to keep your speed up. Use a Crazy Stop to keep from falling into the water at the goal.

TIME :40



2-5 CRAZY ZIGZAG

Crazy Strategy: As usual, do a Crazy Dash to get a great start. It's possible to take the first few turns at top speed with few worries if you're using Gena, Axel, or Joe, but for the last three you'll have to do a Crazy Drift.

Remember, doing a Crazy Dash immediately after a Crazy Drift should bring you under control if you should find yourself careening a little too wildly. Use a Crazy Stop at the goal.

TIME :25



B.D. Joe wants his customers to get there on time, but not without making them feel welcome and appreciated. In fact, that's Joe's biggest concern: that his customers be happy.

Whereas a lot of other cabbies may just look at the people riding in the back seat as just another fare, Joe's main goal is to put a smile on their faces. He likes to talk, tell jokes and stories, do card tricks, and even play some music for them if that's what it takes.

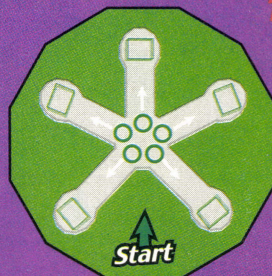
B.D. Joe's cab is the fastest of the bunch, and it doesn't even take a hit in the handling department with all that speed. The acceleration isn't that great, though, and neither is the traction over grass. It's a good cab to use if you have to go a long distance over tarmac.



3-1 CRAZY RUSH

Crazy Strategy: You've got five customers to pick up and deliver on this map. The customers are arranged in a sort of star pattern and are standing closest to the roads leading to their specific destinations. Use the Crazy Dash to start and the Crazy Stop to pick up the fare furthest from you. Drive to the left or right of them so that they don't jump out of the way. Now do a Crazy Dash to the end of whatever street you're on and then do a Crazy Drift Stop to drop them off (this will face you back to the other fares). Lather, rinse, repeat.

TIME 1:10



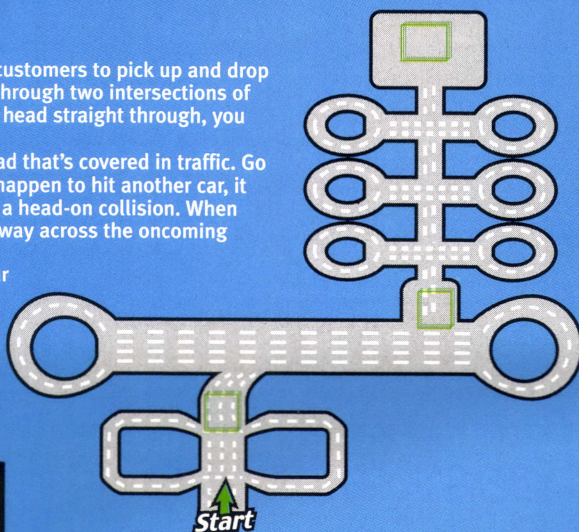
3-2 CRAZY JAM

Crazy Strategy: This time there's three customers to pick up and drop off. The first one wants you to take him through two intersections of heavy traffic. If you do a Crazy Dash and head straight through, you should make decent time.

Now you need to head down a long road that's covered in traffic. Go with the traffic flow. That way, if you do happen to hit another car, it won't slow you down as much as having a head-on collision. When you see the target to the left, work your way across the oncoming traffic as best you can.

You're almost home free. There are four intersections of intense traffic. Aim for the left or right of the road and do a Dash.

TIME :45

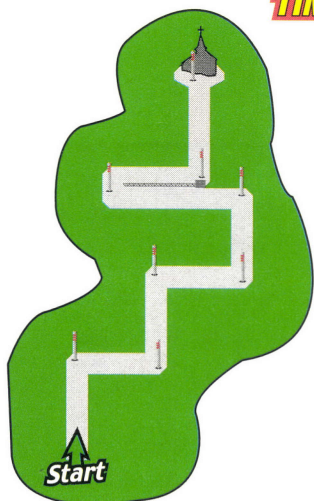


3-3 CRAZY POLE

Crazy Strategy: The goal is to drop each customer off in a very small area surrounding different telephone poles and to pick up the next fare. Make use of the Crazy Dash and aim for each pole. Slam head-on into them to come to an instant stop and to automatically pick up the next customer.

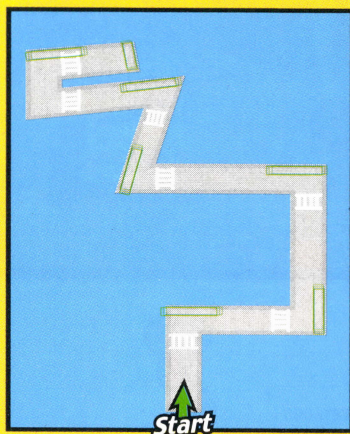
Now hit reverse, aim yourself for the next pole, do a Crazy Dash, and repeat the process. You'll know the end is near when you see a church in the distance.

TIME 1:10



3-5 CRAZY ZIGZAG 2

Crazy Strategy: This is probably the hardest mini-game in Crazy Taxi. The course may look familiar, but the problem is that you need to slide to a stop (Crazy Drift Stop) within some very, very thin target areas. You'll want to execute your Crazy Drift Stop just about where the crosswalks begin at each curve. If you screw even one of them up, you'll either end up in the drink or run out of time. Facing towards the next target area each time you stop is key.



TIME :40



GENA

Gena's all about the money and adrenaline involved in driving a cab. She doesn't care as much about the customers as she does a good tip—a girl needs something to help her to spend some coin on her ride.

Her mother always told her she could be whatever she wanted, and all her friends wonder why she's not a model or a career girl. "Life's too short to get bogged down in complex things like careers and relationships," she replies.

When Gena's not cruisin' for fares, she can usually be found tweaking her cab, looking for a little extra speed.

Gena's cab has incredible acceleration and stopping distance, but the light weight makes any sort of collision really detrimental to its speed.





At 42 years of age, Gus no longer suffers from the wild streak his three younger associates do. However, back in the day, Gus was the original Crazy Taxi driver. In fact, he founded the Crazy Taxi Cab Company.

The idea came to him one day when he had a customer who needed to get somewhere in a huge hurry. Without the use of maps, road signs, or even a care for anyone's personal safety, Gus got him there in record time. The rest, as they say, is history.

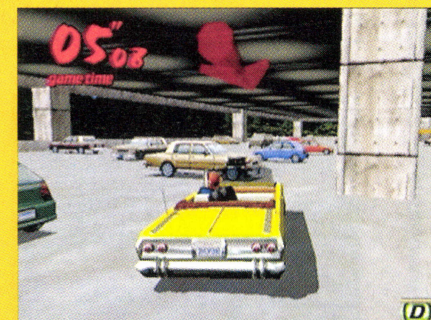
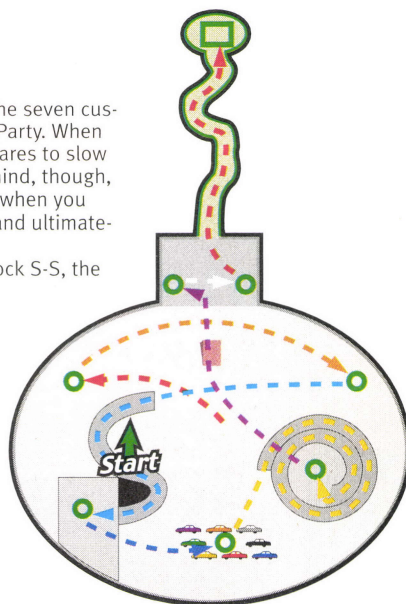
The cab Gus drives reflects his age. Big, heavy, and covered with chrome, it's like a rolling piece of automotive history. The weight means acceleration and stopping power aren't great, but collisions present no problems for Gus.

S-3 CRAZY PARTY

Crazy Strategy: Follow this route to pick up the seven customers you need to take to the goal in Crazy Party. When possible, use the obstacles surrounding the fares to slow your speed as you do a Crazy Stop. Keep in mind, though, that aiming straight for any of the customers when you stop will cause them to jump out of the way and ultimately cost you precious seconds.

Finish this mini-game and you'll unlock S-S, the final step to acquiring the elusive Rickshaw.

TIME 1:40

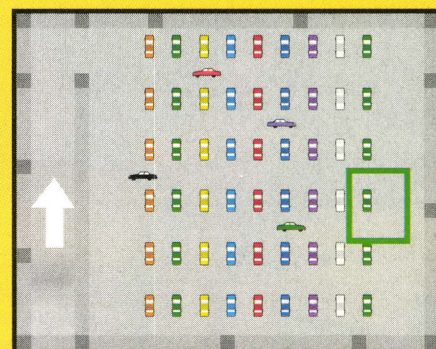
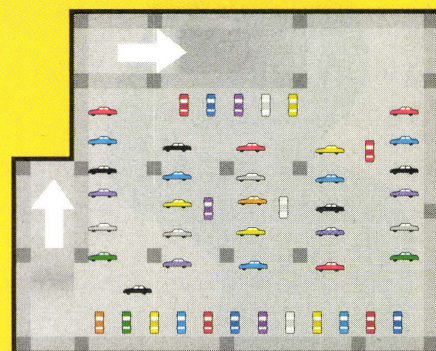
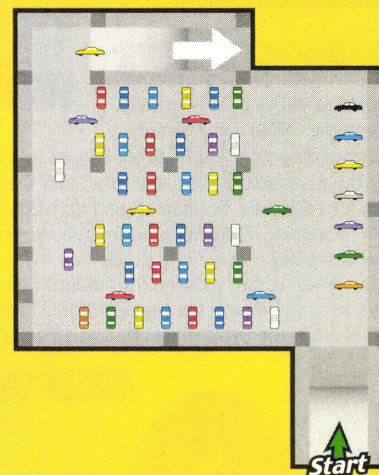


S-2 CRAZY PARKING

Crazy Strategy: This test is simple enough: Use the Crazy Dash to get off to a great start and basically follow the arrows through all three floors of this crowded parking garage. Use the brake if you need to when avoiding cars, and use the Crazy Dash to get onto each "up" ramp.

Gena or Axel are the best two cabbies to use in the parking garage since their handling is the best out of the four drivers. After all, you need to navigate between a lot of cars in a very tight space.

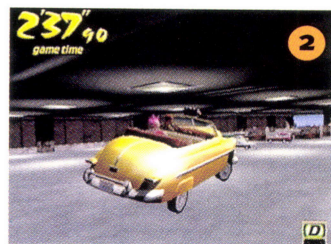
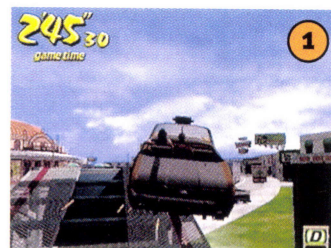
TIME :25



S-1 CRAZY THROUGH

Crazy Strategy: If you're man (or woman) enough to run through this traffic nightmare at top speed, then be our guest. Just remember that running through oncoming traffic will build up your Crazy Through combo more quickly. Or you could do it Rickshaw Rybicki style and drive along the left hand sidewalk at very low speed, just close enough to the road to register a Crazy Through every time an oncoming vehicle passes you. It takes longer, but you basically avoid any collisions and are all but guaranteed to get the 30 max combo you need to finish this mini game.

TIME 1:30



S-S CRAZY ATTACK

Crazy Strategy: The final test is to incorporate all the techniques and strategies you learned over the course of the 15 previous mini-games and make it around one circuit of the Arcade course within four minutes. Use this map to learn the fastest route, and keep the following points in mind as you rocket through the city.

1. After going by the beach, you'll eventually see a ramp. Do a Crazy Dash and jump it, then immediately turn left and do another Crazy Dash off the next ramp. You'll avoid some traffic that way.

2. Do a Crazy Drift to the right as you enter the Parking Garage here. Then do a Crazy Dash and another Crazy Drift to the left just as you jump out the back end of the garage to face the right direction once you hit the street again.

3. Just past the Heliport is a great chance to avoid some more traffic. When you see a driveway with some pillars near the end, just swerve onto it. You'll do a dramatic burst through some boxes and skip a good chunk of road in the process.

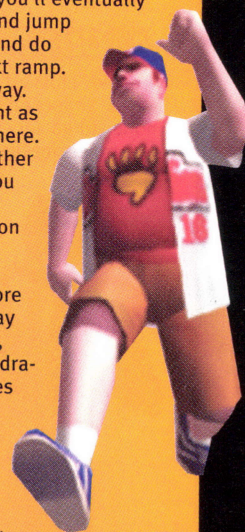
4. Immediately after blowing through the boxes, do a Crazy Drift and make a 180 degree turn. You should go airborne and land in a parking lot. Follow it and then stick near the Stadium to avoid some heavy traffic.

5. Follow the flow of the traffic on the Freeway, staying in between the two lanes. Watch for the buses and trucks to turn on their blinkers—they'll likely be switching lanes in front of you.

6. Don't go into the Mall. It's not a shortcut.

7. The shortest distance between two points in a straight line. Use the sidewalk to avoid the heavy traffic through here.

TIME 4:00



ARCADE MODE

In Arcade mode, the whole key to getting the coveted Crazy license is to consistently pick up red and orange fares. Even though driving through the streets is a hectic experience, good cabbies are always aware of their surroundings. As you're streaking towards your current goal, you need to watch for red and orange dollar signs floating nearby, and plan to go to them the moment you drop off your current customer.

After you've pretty much cleared an area of red and orange fares, it's time to pick up a green or yellow customer and use them to move you to a new section of the map. Ultimately, the best way to run this course is to do an entire circuit, starting and finishing around the big hill with the cable car on it. The following areas are great places to get a lot of money and time bonuses.

KFC & THE CHURCH

Use red and orange customers to work your way to KFC and the Church/Heliport area. There are a bunch of customers that will go back and forth between these landmarks. Every time you go back to KFC and Tower Records, remember that there are two priests on either side of the KFC that you can use to get back to the grassy area. Finally, find someone who wants to hit the Baseball Stadium or R.B. Station to get to the next phase of the map.



Why does the guy with a dozen roses always want to go to KFC? Has the term "going Dutch" really taken on a whole new meaning?

LOOK-OUT TOWER

On either side of the Look-out Tower are the Bus Terminal and Fire Station. Look-out Tower is crawling with people who want to go to these other two areas. By the time you get to this area during an Arcade game, you should be approaching the \$20,000 mark. Try to milk this place for all it's worth.

Sometimes you may find someone who wants to go back towards the Mall. That's OK, though, since a lot of the red fares should have respawned at that point in the game. Likewise, if someone wants to head to the Tennis Courts, you've basically completed a full circuit in Arcade mode.



PIOZ STADIUM

You can go back and forth between Pioz Stadium and R.B. Station like mad here collecting fares. When you feel like you've spent enough time in the area, find the yellow customer standing nearest to the Freeway and head for the Police Station. Remember that swerving through oncoming traffic on the Freeway will net you more tips.



AROUND THE MALL

The two "crosses" on either side of the Mall always have a great collection of people willing to pay you good money to go very short distances. They're veritable treasure troves for high-score-seeking cabbies. Remember, the Mall itself is not a shortcut; however, each entrance usually has a couple red or orange customers hanging around if you need something in a pinch. After cleaning the area out, you should find a customer who wants to head to the Bus Terminal or Look-out Tower.



These four areas are the best places in Arcade mode to make some crazy loot. Being efficient, quick, and smart will keep you playing for a long time and ultimately net you an amazing score. Whatever you do, don't spend your time searching for a red fare. If there's not one within five seconds of your current position, then settle on a yellow or green customer. You might lose out on time a little, but chances are the place they're taking you will have loads of red and orange fares with which you can make up for lost time.



ORIGINAL MODE

In addition to the arcade Crazy Taxi map, the good people at Sega have included a totally original map exclusive to the home version of the game. It's actually quite different from the Arcade mode, which is both a good and a bad thing. It's good in the fact that it requires you to learn a whole new group of landmarks and driving styles. It's somewhat bad since the beginning of the course seems to be really spread out and confusing.

GENERAL TIPS

Rather than working your way through the hills at the beginning of the map, we suggest you pick up a yellow or green fare immediately and make your way down to the waterfront. Ideally, you want to get into the main city as there are more red and orange customers and the road system is much less confusing.

It's still possible to fall into the water here, but there are no fares to be found submerged in the River like at the beach in Arcade mode.

AVOID THE FREEWAY

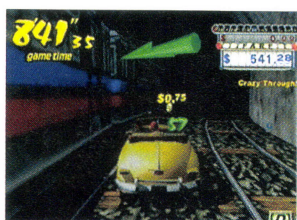
Unlike Arcade mode, the Freeway in Original mode is largely useless. It does nothing but double back on itself and has very little traffic good for Crazy Through combos. What's this mean to you? That no customer, ever, will need to travel the Freeway to get to his destination. Consider the Freeway a landmark and nothing more.

THE USED CAR LOT & DRAWBRIDGE

Find the Used Car Lot at the bottom of the hill and drive along the rows of cars at top speed for a great Crazy Through combo. Go out of your way to do this. Likewise, you should jump over the drawbridge as much as possible for some Crazy Jump combos.

THE SUBWAY

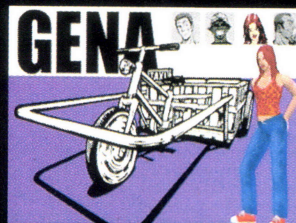
The Subway is great for getting mad tips. Driving at top speed alongside the commuter train will fill up your max combo meter like you wouldn't believe. However, the Subway has only so many exits, which could force you to go very far out of your way for those great tips. Of course, if you fail to get your customers to their destinations, you won't get any of those tips you worked so hard for, anyway. Weigh the pros and cons and decide if it's worth it.



TAXI LICENSES

There are nine possible ratings in Crazy Taxi. Try to get the Crazy License!

License	Money	License	Money
Crazy	\$20,000 +	C	\$2,000 - \$2,999.99
Awesome	\$10,000 - \$19,999.99	D	\$1,000 - \$1,999.99
S	\$5,000 - \$9,999.99	E	\$0.01 - \$999.99
A	\$4,000 - \$4,999.99	No License	\$0
B	\$3,000 - \$3,999.99		



THE HIDDEN CAB

If you manage to finish all the Crazy Box mini-games (and who wouldn't with the help of this spectacular guide?), you'll be rewarded with the infamous Rickshaw cab. After you attain this über-cool cab, just push Up at the character select screen in order to drive it.

The Rickshaw is quite noticeably slower than any of the actual cars in the game, and it has a real aversion to any sort of collision—even the lightest tap may send you careening out of control. The Rickshaw's lack of speed and durability notwithstanding, it accelerates like crazy and stops on a dime. Not only that, but the Rickshaw handles like a dream. It's so nimble that darting in between heavy traffic is almost too easy.

With the ability to make precision pick-ups and drop-offs, you'll rack up the number of fares you can carry in no time. We swear by this thing! Using it will definitely put you on the road to obtaining a score of more than \$20,000.



Official Contest and Sweepstakes Rules

Trick of the Month:

1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" R.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziff-davis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by August 20, 2001. All entries become exclusive property of Sponsors and will not be acknowledged or returned.

Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in *Expert Gamer* and/or *EGM*, however, only one prize shall be awarded.

2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark, Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about September 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," R.O. Box 3338, Oak Brook, IL 60522-

3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2001 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month:

1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum," R.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@ziffdavis.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.

2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," R.O. Box 3338, Oak Brook, IL 60522-3338.

3. Eligibility: Non-compliance with the time parameters contain therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize.

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Game Over:

1. No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: Issue #86" R.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by August 20, 2001. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.

2. Prizes: Three Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis Media Inc. whose decisions are final. Drawing to be held on or about September 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.

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[YOU ARE WHAT YOU READ]

Game Over

AUGUST 2001

Fighting Fortinbras

If you pick up the Bishamon Sword right as you enter the Dark Realm, you'll make this battle much easier.

■ You can only injure Fortinbras by attacking his head, but to get him to lower it down to your level, you'll have to attack his tail with either your sword or a magic attack. If he begins to flinch when you attack, that's the signal that he's going to drop down. Keep up the attack and he'll soon drop his head into your range.

■ If you don't have the Bishamon Sword, you mostly need to rely on your magic to bring Fortinbras' head into range. With the sword, you can get right in front of him and slash away at his tail.



You'll take some damage, but you'll do plenty to him in return.

■ His attack patterns are fairly easy to learn, but the main attack that you must dodge is when he sweeps his hand down to grab you. If he does pick you up, he can kill you instantly. After you slash his head several times, the mighty Fortinbras will fall.



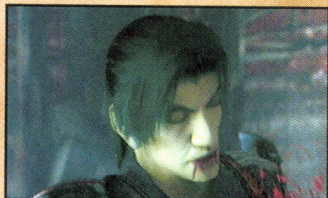
The Climactic Ending



With Fortinbras defeated, Samanosuke ushers Princess Yuki and Yumemaru to safety.



Suddenly, the demon springs back to life and grabs an unsuspecting Samanosuke.



Fortinbras crushes Samanosuke, causing him to spit up blood on his gauntlet.



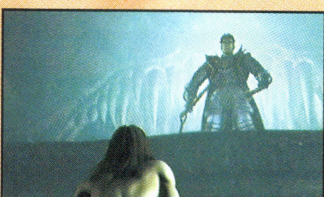
The gauntlet glows with immense power, causing Fortinbras' hand to explode!



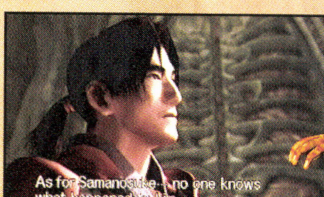
When Samanosuke stands up, he sees that he's been transformed into an ogre warrior.



Enraged, Fortinbras attacks, only to perish when Samanosuke pierces his third eye.



Nobunaga has witnessed the entire battle, but does not attack. Can you say "sequel"?



As for Samanosuke... no one knows what happened to him.

The epilogue leaves Samanosuke's fate a mystery, but hints that he may still be alive.



GUESS THE GAME ENDING AND WIN!



Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than August 20, 2001! Send entries to Game Over #86 c/o Expert Gamer, P.O. Box 3338, Oak Brook, IL 60522-3338.

The ambition of the aliens to invade planet Earth has been foiled. Peace is restored.

But what has become of the tremendous three? Did they survive? Nobody knows and there is no way to find out.

But if any aggression is made to our planet again, they are the ones who will.

CLUE: This alien-blasting action game was a lot of fun, but it unfortunately never took the world by storm. O

Next Month

S E P T E M B E R 2 0 0 1

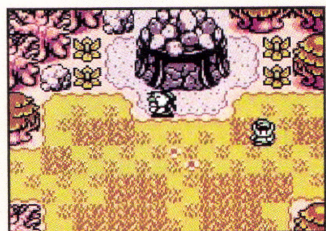
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EXPERT GAMER™

September 2001

On sale August 21

Check back in the September issue of *Expert Gamer* for the second huge blowout on Zelda's newest adventure. We'll have maps, walk-through information and charts out the wazoo for Oracle of Ages. In what should be his last appearance



for the Dreamcast, Sonic makes his return in Sonic Adventure 2. We've got the full strategy, so don't miss it. On the PlayStation 2 front, we'll treat readers to a Resident Evil Code: Veronica X guide. Our hyper-detailed maps will help get you through the some of the game's tougher moments.

ALSO FEATURED:

- Escape from Monkey Island strategy
- Tony Hawk 2 cheats for N64
- More codes and cheats

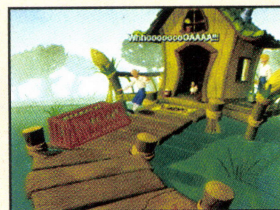
Feature Story



It's so good it's scary. Check out our Resident Evil Code: Veronica X guide. We'll flesh out all the game's tough spots, including boss battles and more.



Sonic rips up the Dreamcast in his newest adventure. Tips and more inside our next issue.



Get your ape on in Escape From Monkey Island.

ELECTRONIC GAMING MONTHLY™

September 2001

On sale August 7

Feature Story



We'll give you a comprehensive look at the world of Final Fantasy X as well as some the new play mechanics..

We're going to have a comprehensive hands-on report of the fully playable Final Fantasy X for the PS2, straight outta Japan, well before the game's out. We're not talking about just any ol' demo either. We're talking about the pre-release final version. We'll also have interviews with the directors and designers of FFX. We'll have never-before-seen screen shots. But most exciting of all, we'll have a special, **limited-edition cover with art from Yoshitaka Amano**—famed Final Fantasy artist—made specifically for *EGM*. You won't see this art anywhere else, and it will only be on certain covers of *EGM* #146. We will also be following up with more GameCube and Xbox coverage, in preparation for the two systems' launch this November. You won't want to miss this issue.

OFFICIAL U.S. PlayStation™ MAGAZINE

September 2001

On sale August 14

Feature Story



Sony's Ico wowed all comers at E3. Find out why. Also, be sure to check out our ongoing coverage of Gran Turismo 3 and a Resident Evil Code: Veronica X review. We'll also present new info on Dragon Warrior VII, *Spider-Man: The Movie* and Tony Hawk's Pro Skater 3.

Need Help on Older Games?

Order a Back Issue of **EXPERT GAMER**!

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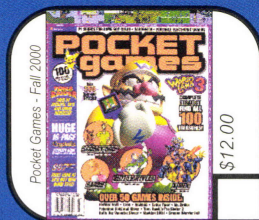
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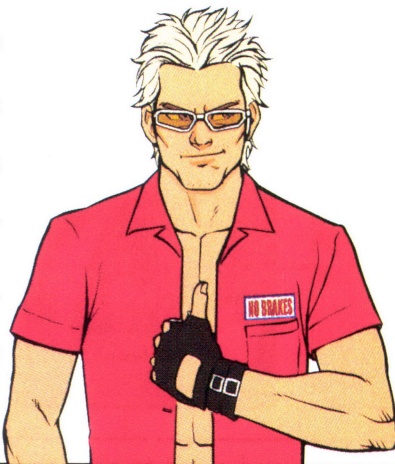
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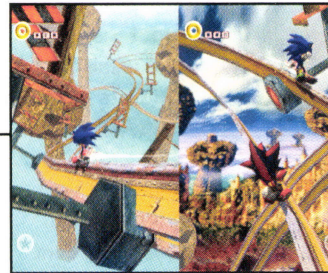
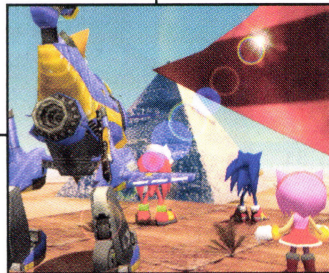
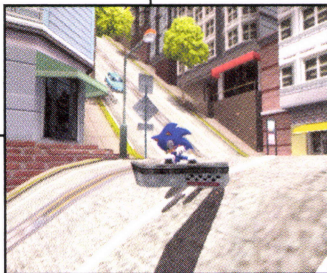
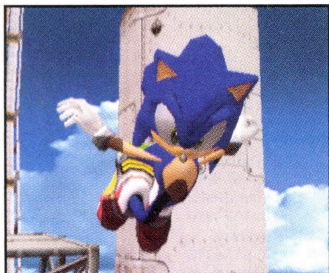
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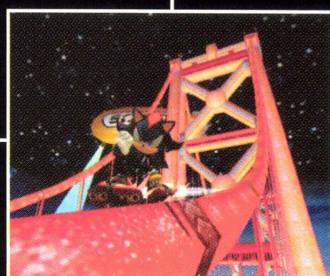


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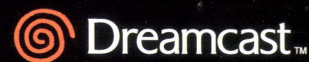




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